

MORE THAN
A VIDEO GAME!
YOU MAKE THE DECISIONS!

You are an Interplanetary Spy. Your mission is to capture Phatax, the Kirillian. He is a ruthless criminal who has stolen the Royal Jewels of the planet Alvare and kidnapped its young prince. You must recover the jewels and bring Phatax back alive!

To begin your mission, you will have to memorize your Interplanetary Spy ISBN number below.



ISBN 0-553-23506-0

YOU TRACK DOWN
THE VILLAIN!

BE AN INTERPLANETARY SPY™

FIND THE
KIRILLIAN!

1



OVER 30 SPACE GAMES

Scanned by Underdogs for
Home of the Underdogs
<http://www.theunderdogs.org/>

Click on "Page x" to go directly to the destination page :)



WANTED:

Phatax, ruthless
interplanetary criminal.

CRIME:

Kidnapping, theft.

WHEREABOUTS:

The planet Threefax.

YOUR MISSION:

Find Phatax and bring back
the Royal Jewels of Alvare.

**Bantam Books in the
Be An Interplanetary Spy Series**

#1 FIND THE KIRILLIAN!

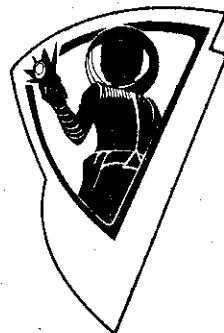
by Seth McEvoy
illustrated by Marc Hempel
and Mark Wheatley

#2 THE GALACTIC PIRATE

by Seth McEvoy
illustrated by Marc Hempel
and Mark Wheatley

BE AN INTERPLANETARY SPY™

1



FIND THE KIRILLIAN!

by Seth McEvoy
illustrated by Marc Hempel
and Mark Wheatley

*A
Byron Preiss
Book*



BANTAM BOOKS
TORONTO • NEW YORK • LONDON • SYDNEY

Seth McEvoy, author, is an active member of the *Science Fiction Writers of America*; a video game designer and programmer; and is currently writing a critical study of the work of Samuel R. Delany.

Marc Hempel and Mark Wheatley, illustrators, joined forces in 1980 as Insight Studios to produce comics, illustrations, and graphic design. Marc Hempel has a degree in Painting and Illustration from Northern Illinois University. His work has appeared in *Heavy Metal*, *Epic Illustrated*, *Bop*, *Fantastic Films*, *Video Action*, and *Eclipse*. Mark Wheatley has a degree in Communication Arts and Design from Virginia Commonwealth University. His work has appeared in *Metal*, *Epic Illustrated*, Zebra Books and on Avalon Hill Games. Currently he and Marc are collaborating on a graphic story series, *Mars*.

RL 2, IL age 9 and up

FIND THE KIRILLIAN!

A Bantam Book/June 1983

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Introduction

You are an Interplanetary Spy. You are about to embark on a dangerous mission. On your mission you will face challenges that may result in your death.

You work for the Interplanetary Spy Center, a far-reaching organization devoted to stopping crime and terrorism in the galaxy. While you are on your mission, you will take your orders from the Interplanetary Spy Center. Follow your instructions carefully.

You will be traveling alone on your mission. If you are captured, the Interplanetary Spy Center will not be able to help you. Only your wits and your sharp spy skills will help you reach your goal. Be careful. Keep your eyes open at all times.

If you are ready to meet the challenge of being an Interplanetary Spy, turn to Page 1.

Enter your
Interplanetary
Spy
ISBN number
below:

[illegible]

If you are not sure, examine the back cover of the book.

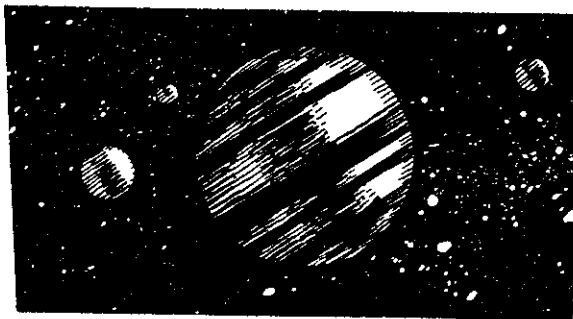
Turn to Page 2

Welcome.

Your Mission is
to capture this
interplanetary
criminal: Phatax.



He is very dangerous. He is from the outlaw
planet, Kirillia:



Phatax is
ruthless. He
has kidnapped
Prince Quizon of
the planet Alvare.
Prince Quizon is
the Keeper of
the Royal Jewels
of Alvare.

For more information,
you must complete the Spaceport Maze.

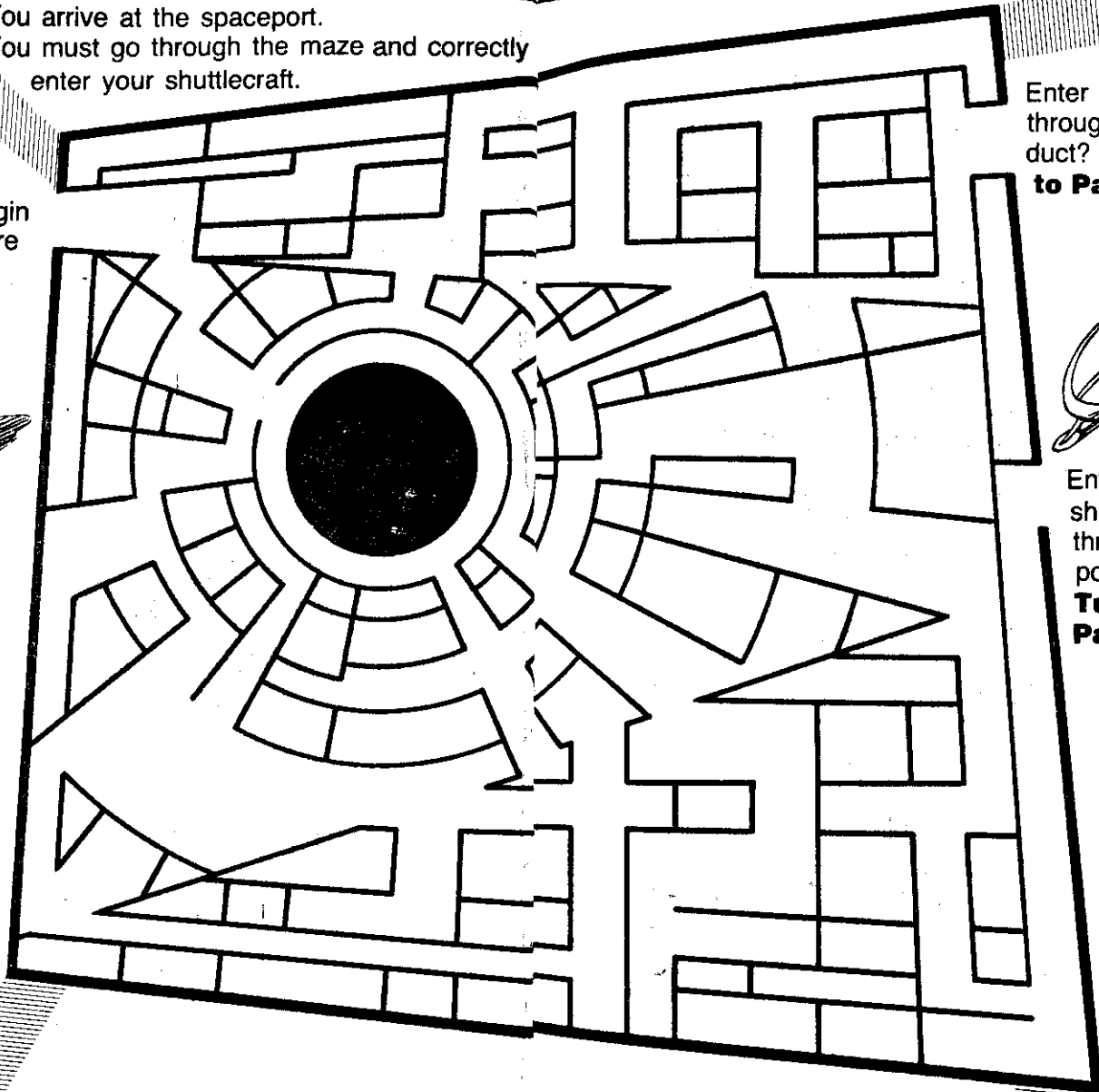


Turn to Page 4

You arrive at the spaceport.

You must go through the maze and correctly enter your shuttlecraft.

Begin
Here



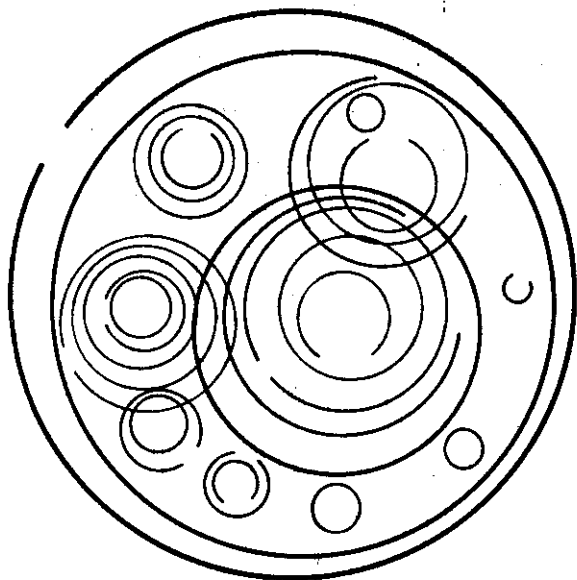
Enter shuttle
through fuel
duct? **Turn
to Page 12**



Enter
shuttle
through
port? **Turn to
Page 7**

You are ready to set your course. Phatax's movements have been monitored by Interplanetary Spy Tracking Stations.

To find out which space sector he is in now, count the number of *broken* circles below. Each circle represents one space sector.



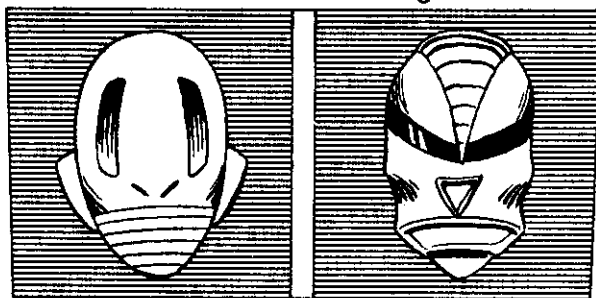
13 broken circles? Turn to Page 13

14 broken circles? Turn to Page 60

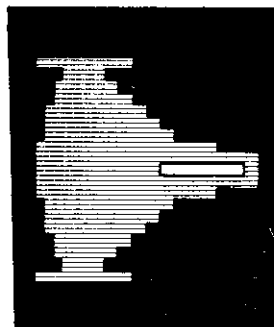
Another number? Turn to Page 121

Good! You are now in the shuttle. You are ready for more data on Phatax: When Phatax kidnapped Prince Quizon, he stole the Royal Jewels, which have special powers. You must get the prince *and* the jewels back!

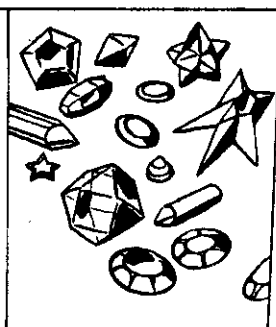
These are Phatax's disguises:



This is his
starcruiser:



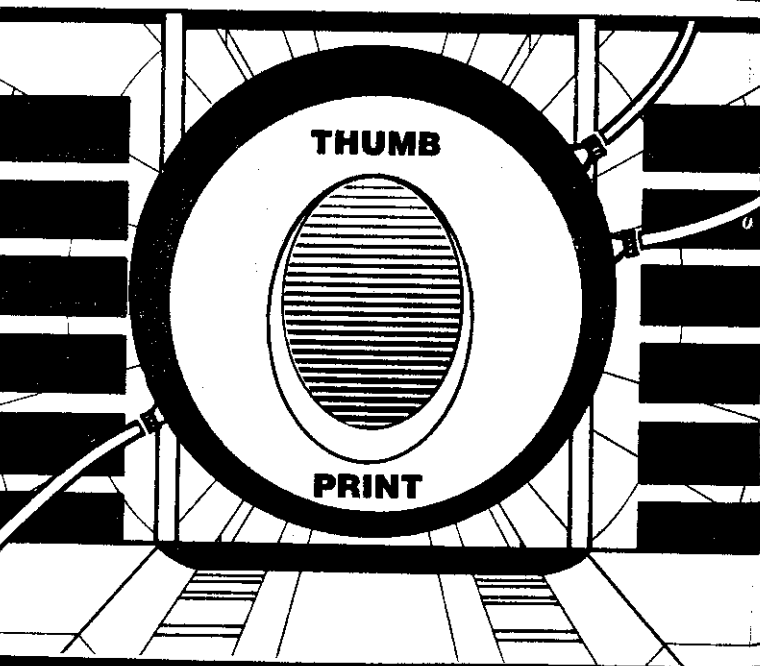
These are
the Royal Jewels:



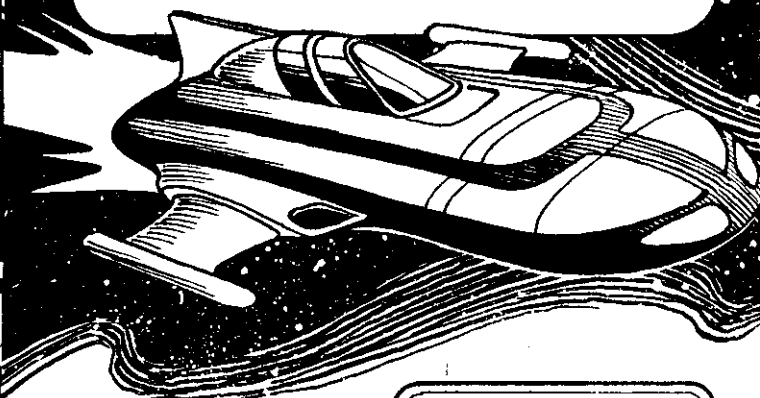
Turn to Page 8

To launch the shuttle, enter your thumbprint below. If you are a real Interplanetary Spy, the shuttle will be activated automatically!

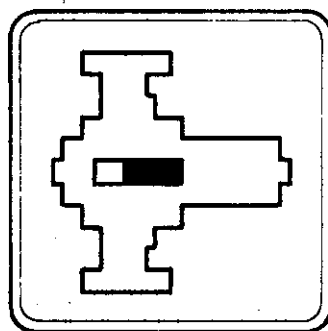
Turn to Page 15



This is the correct ship.



This is the ship's computer image:



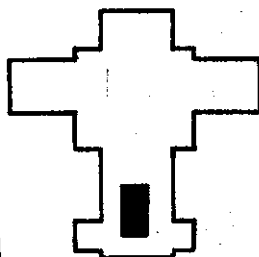
You can choose a secret name for your ship:

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

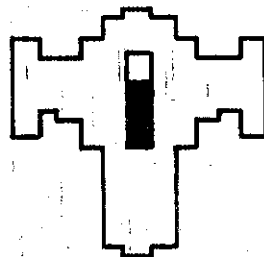
Now link up your shuttle and get on board!

Turn to Page 6

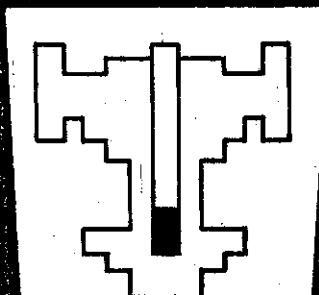
Which starship do you think it is? You must choose the correct one:



**A? Turn
to Page 12**



**B? Turn
to Page 9**

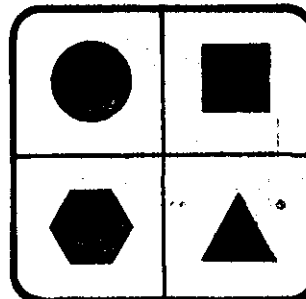


C? Turn to Page 121

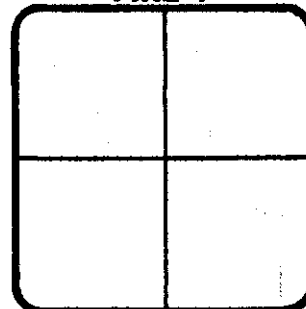
Consult Page 15 if you need more information.

You are now ready for takeoff. To fire your starship's rockets, put the launching buttons in the correct firing order. How should they look?

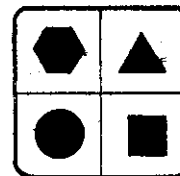
STAND BY 1



FIRE 4

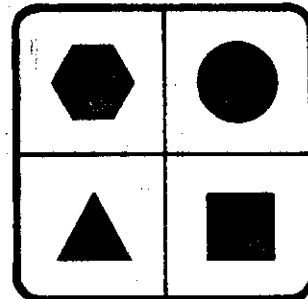


If your
order is:

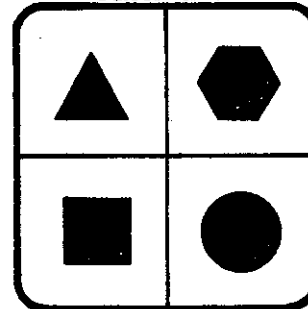


**Turn to
Page 23**

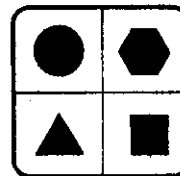
READY 2



IGNITE 3

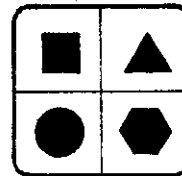


If your
order is:



**Turn to
Page 121**

If your
order is:



**Turn to
Page 16**

BEEP! BEEP! BEEP!
BEEP! BEEP!
BEEP!

Warning!

Suddenly you get a call on your wrist scanner. It is the Interplanetary Police! You give your location.

**Interplanetary
Police Post**

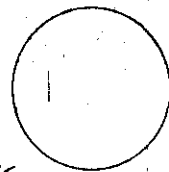


Halt. . . You are a spy! Do not attempt to leave!

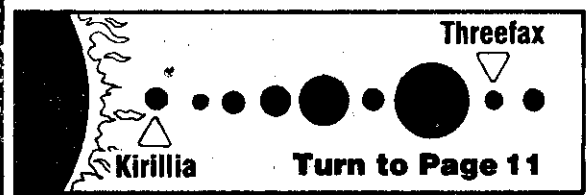
Could it be a trick?

Turn to Page 24

Excellent. Phatax's trail leads to Sector 13. The planet Threefax is in this sector. It is known for its trading bazaars filled with criminals! Phatax has probably taken the jewels to Threefax to sell them. The ruler of Threefax is friendly with the Kirillians, including Phatax! This makes things dangerous for you. You cannot expect any official help on Threefax.



Threefax



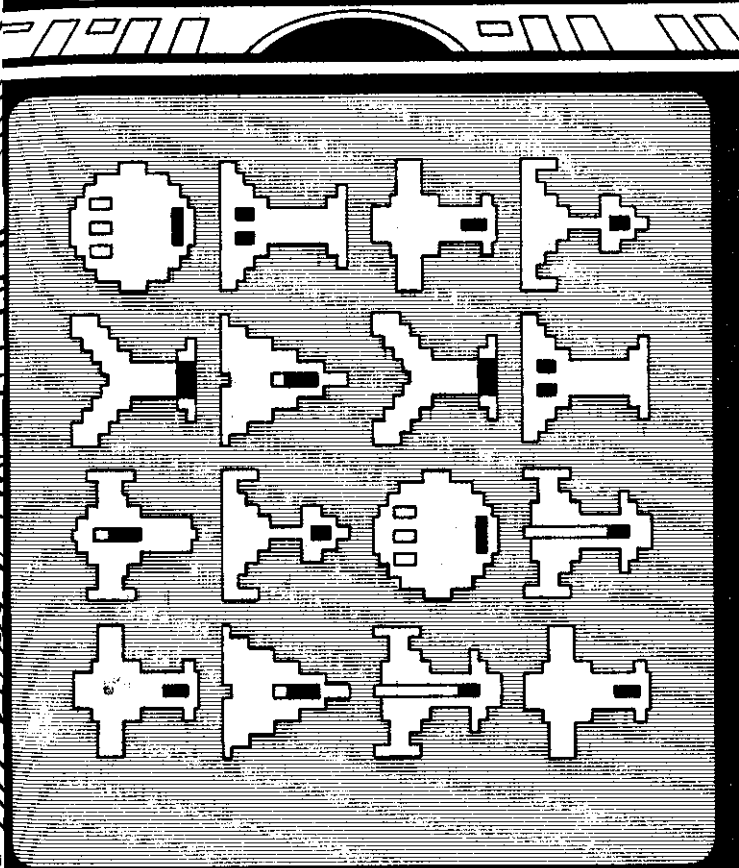
Turn to Page 11

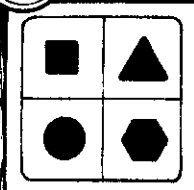
You made the wrong choice!
Everything blows up.



Congratulations, Spy! Your shuttle is in flight. You must now find your starship. Choose the starship that is the only one of its kind in orbit.

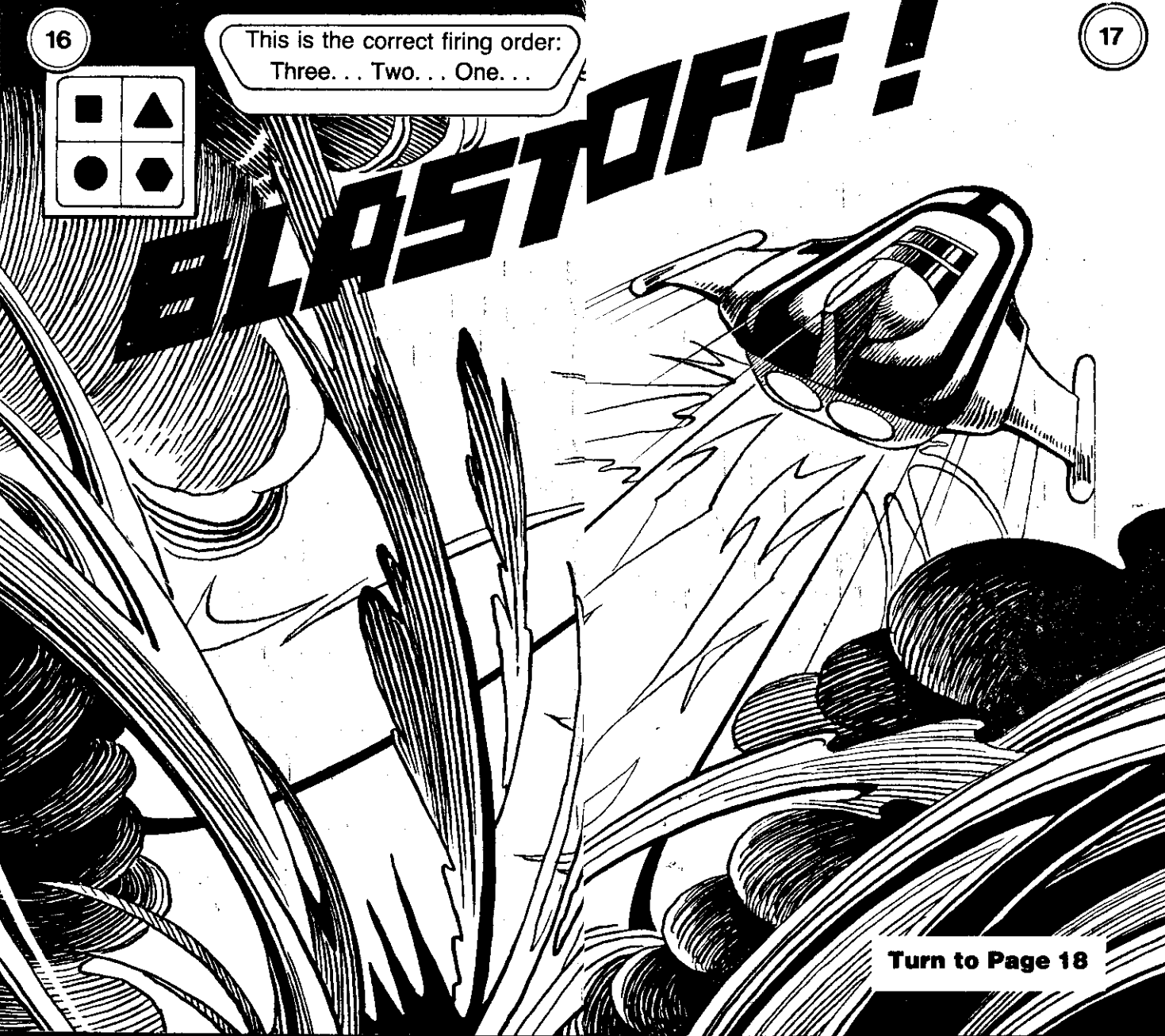
After you have made your choice, turn to Page 10





This is the correct firing order:
Three... Two... One...

BLAST OFF!



Turn to Page 18

You are on your way to the planet
Threefax!

Enter the following personal data, so that
the computer can match it with what is
known about Phatax:

Your Height

 ' "

Your Weight

 lbs.

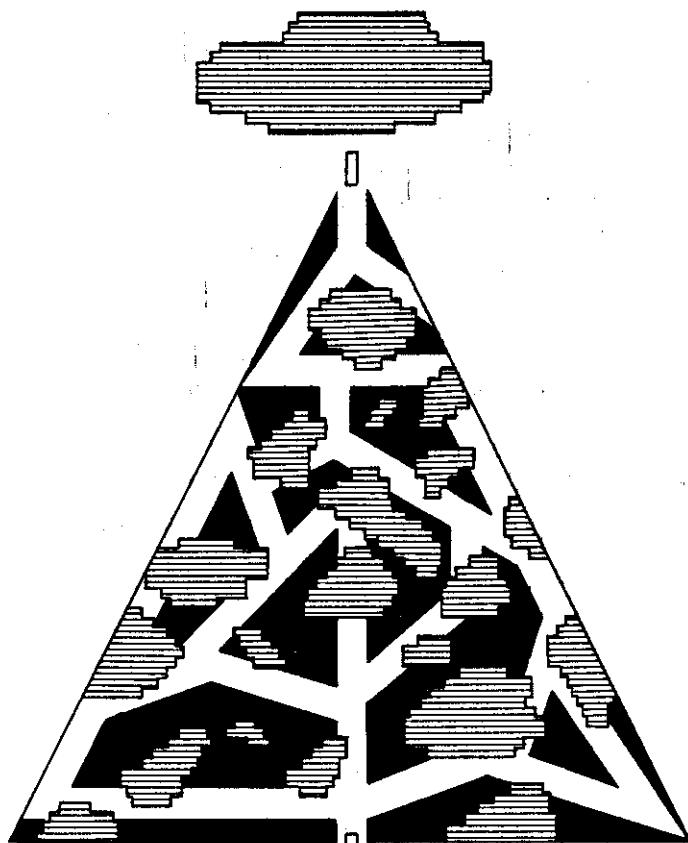
Your code name for this mission will be:

S T A R S C A N

Warning! Warning! Warning!

Turn to Page 31

You fire on it and miss!

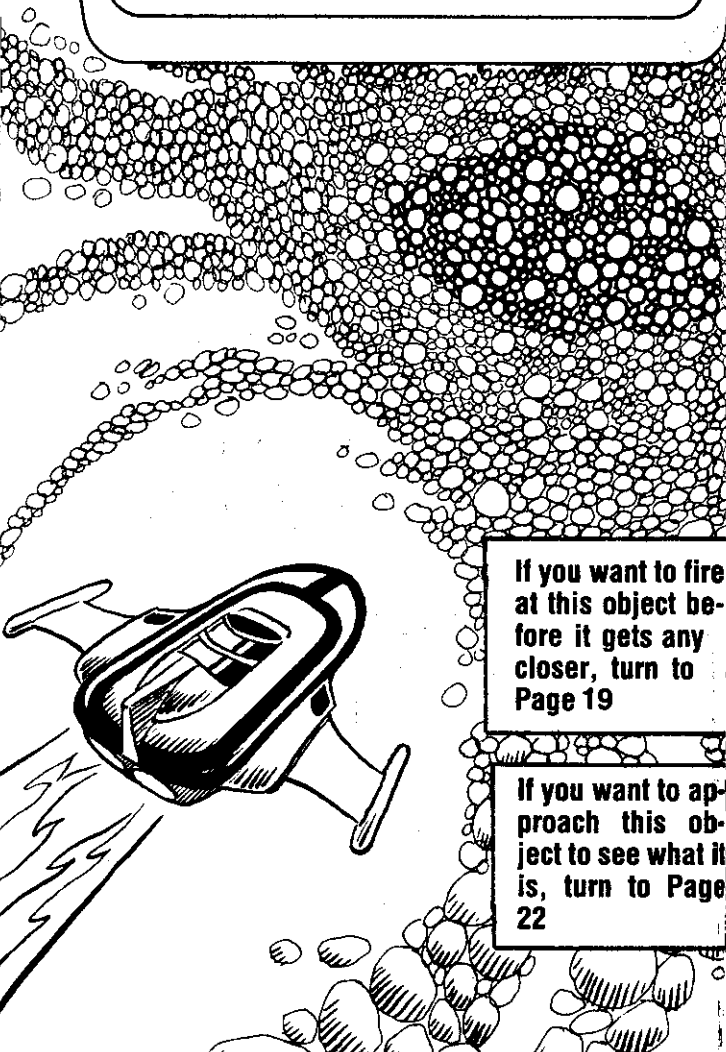


Now your
viewscreen
shows that the
object is a mete-
or coming right at
you!

To hit it,
you must pro-
gram your missile
to fly through the
maze of drifting
rocks.

Turn to Page 25

As your ship travels through space, you approach an unknown object hidden by swirling gas and asteroids.



If you want to fire at this object before it gets any closer, turn to Page 19

If you want to approach this object to see what it is, turn to Page 22

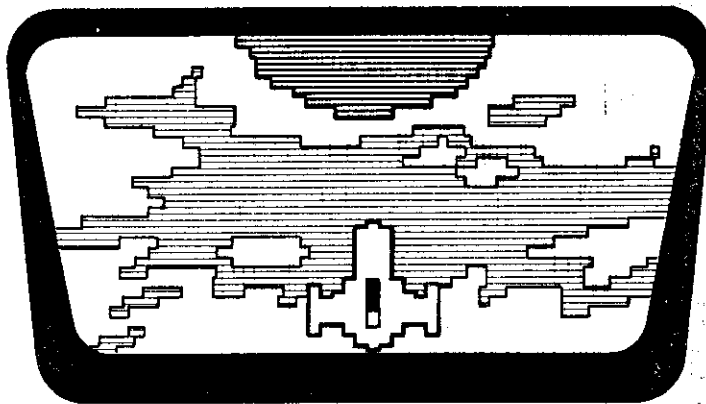
Good! You have put the code pieces together correctly. You are now locked on to the landing pattern. Prepare for landing!



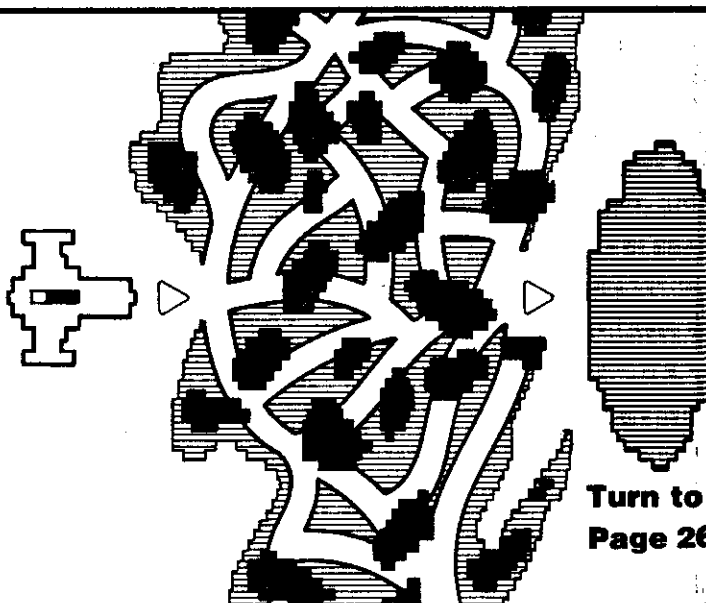
Turn to Page 32

22

As you approach the object, sensor readout identifies it as a meteor, containing Mendelum 87-A. Mendelum can be used as fuel for your starship.



To get to the meteor and the Mendelum, guide your ship through the maze of asteroids.



Turn to
Page 26

23

You picked the wrong firing order for your ship's takeoff!

You must correct this before . . .

Emergency!
Emergency!

Drive Tubes Overheating

W a r n i n g

Drive Tube Temperature (1000°)

D a n g e r

Drive Tube Temperature (2000°)

perature (3000°)

Turn to Page 56

Suddenly, a monstrous figure beams in behind you. He has a blaster out and he tells you to freeze!



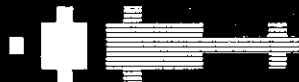
He is one of Phatax's agents! You cannot escape! **Turn to Page 35**



Missile



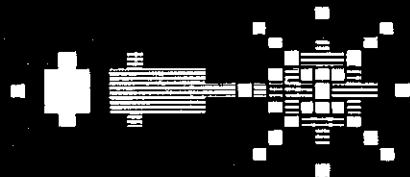
Meteor



Missile



Meteor



Missile

Meteor

Damage!

The meteor explosion has damaged your ship. Your engines are dead. You will drift through space... forever!



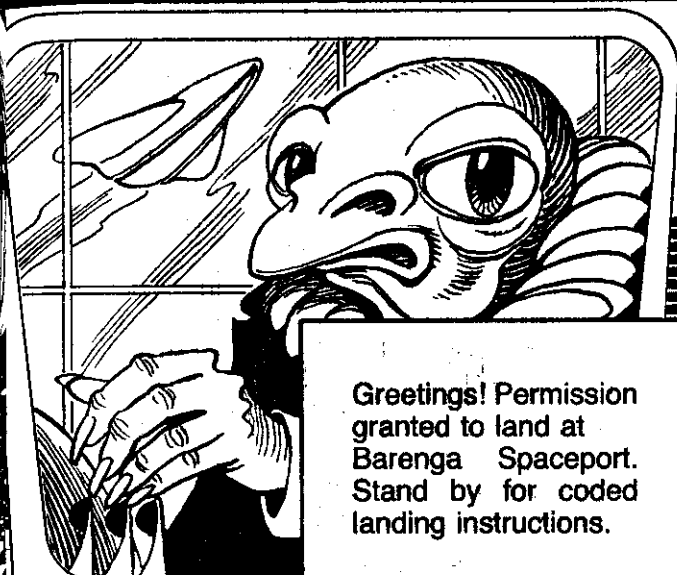
As you approach the planet, the computer tells you to send a message to Tavro, the Interplanetary Spy on Threefax. Tavro is in Barenga, the capital city.

**Stand by to receive message
from Spaceport Control Tower.**

You send a message to Tavro by laser, telling him to contact you after you land.

Next you call the Barenga spaceport and request permission to land.

Turn to Page 27



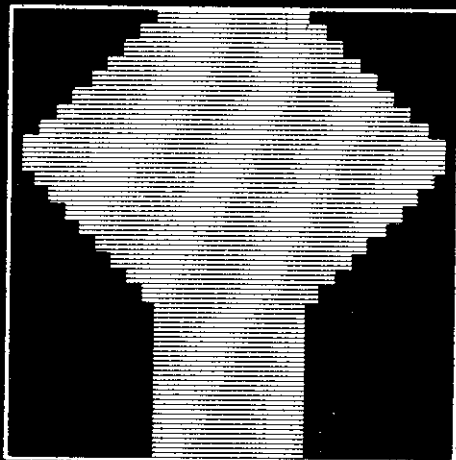
Greetings! Permission granted to land at Barenga Spaceport. Stand by for coded landing instructions.

Instructions being sent to computer for decoding:



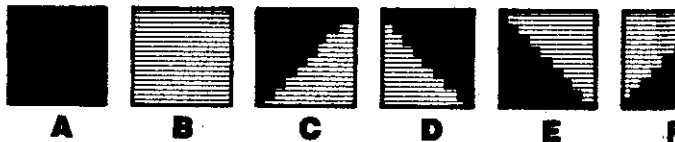
Transmission complete. To lock on to landing pattern, turn to Page 28.

After your computer decodes the landing instructions from the spaceport, this shape appears on your screen:



Landing Pattern

To land your ship, you must duplicate this landing pattern shape. Using the code pieces shown below, form the landing pattern shape.



A

B

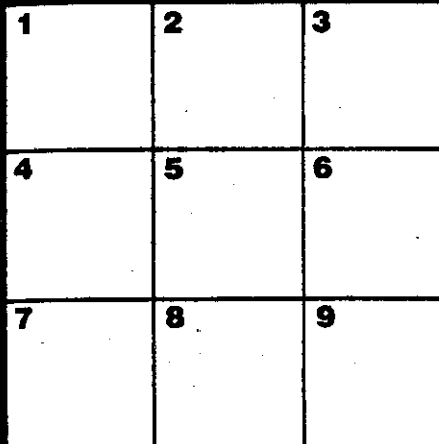
C

D

E

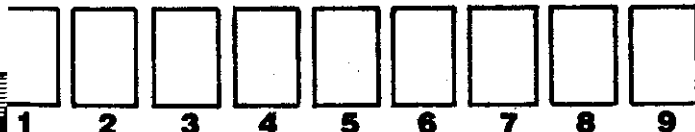
You can use a piece more than once.

Turn to the next page



Enter the letters which stand for the code pieces. Put them in the correct order to form the landing pattern.

Repeat the letters below. Follow the number order above.



Your computer gives you three likely patterns.

If you choose: **C D A E F C D D E**
turn to Page 30

If you choose: **C D B E C F A C B**
turn to Page 121

If you choose: **C B D E B F A B A**
turn to Page 21



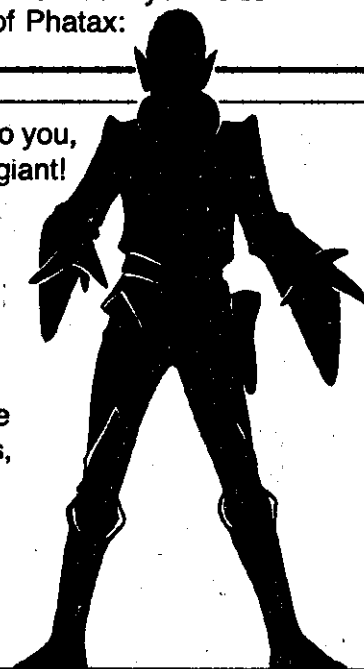
You picked the wrong landing pattern! The Threefaxians decide you must be an enemy spy. They blast you!

The End

The computer reveals a dangerous difference between your size and that of Phatax:

Compared to you, Phatax is a giant!

Phatax, like all Kirillians, is at least 15 times larger than a human.



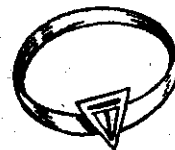
Starscan

Phatax

To protect yourself on Threefax, these defensive weapons may be helpful. You may wear one or both.



Take: Stun-gas belt
(each charge can stun a large animal)



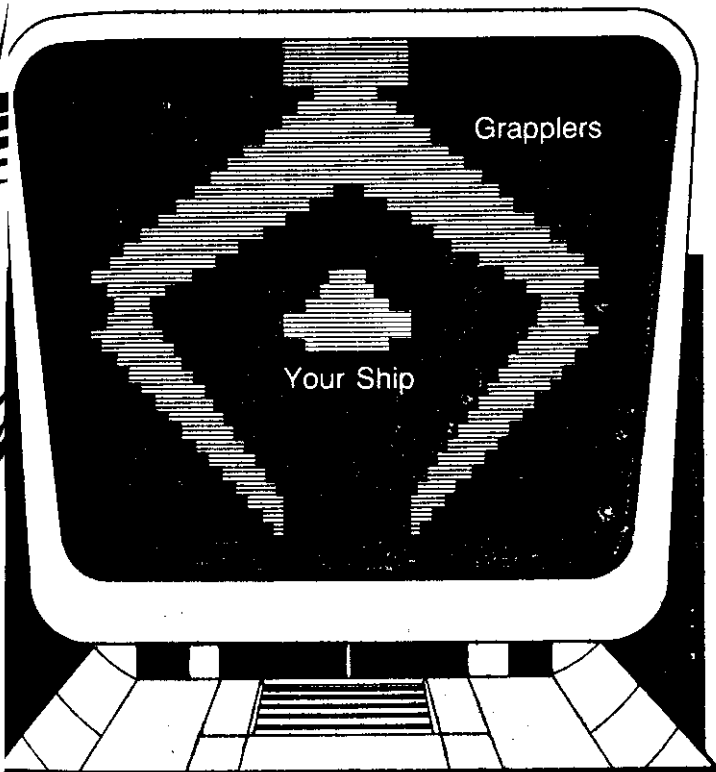
☐ Take: Snare ring
(can trap and stun any creature)

Turn to Page 20

Red Alert! Your ship is too small for the landing grapplers. Most of the ships that land in Barenga belong to giants.

Computer photo shows the current sizes of your ship and the landing grapplers.

How many times larger should you make your ship to fit the landing grapplers?



You must increase the size of your ship to fit the giant land grapple

Increase ship size three times? Turn to Page 34

Increase ship size six times? Turn to Page 56

Turn to Page

The control tower warns you: If you make an error, your ship may crash into the grapples and blow up!

34

Good. Your ship expands by molecular duplication.

Ship size:

Number of expansion:



X1



X1.5



X2



X2.5



X3

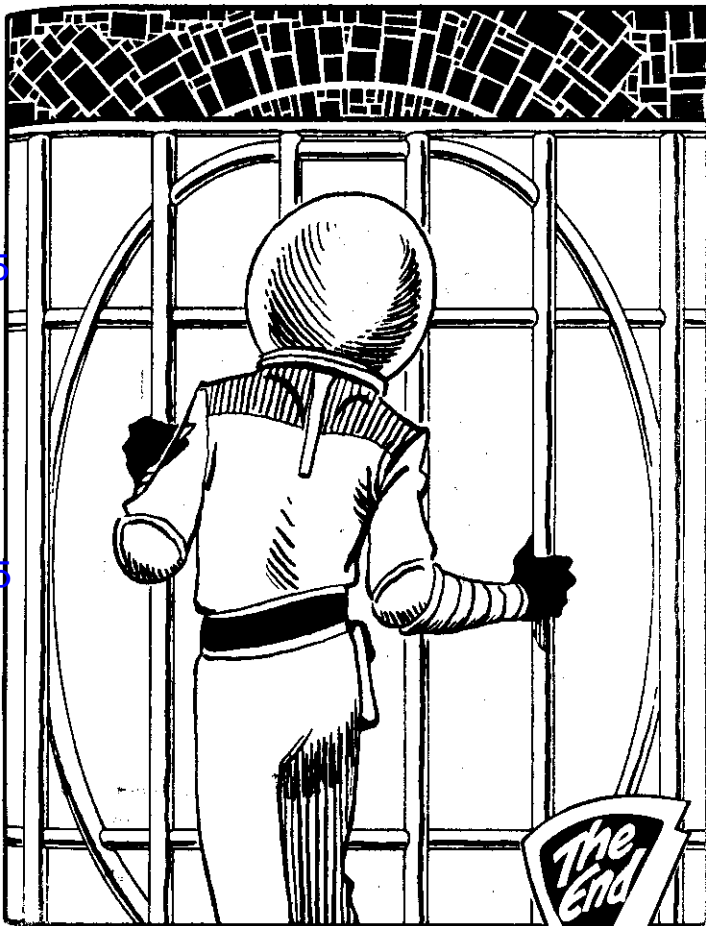
Your ship is now the correct size for the grapples.

Turn to Page 41

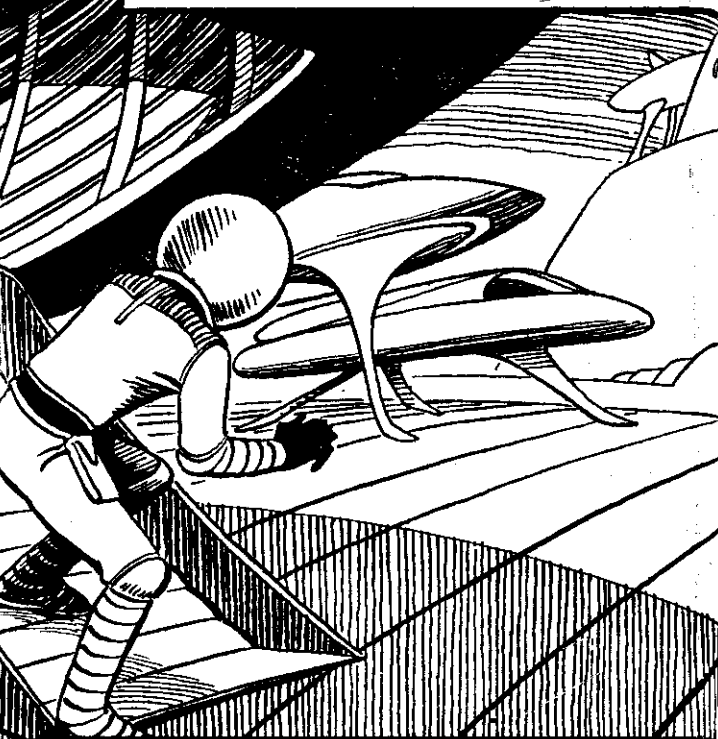
41

Phatax's agent fires a paralyzing ray at you. You pass out. When you wake up, you are in a dungeon on the planet Kirillia. It may be years before you can escape.

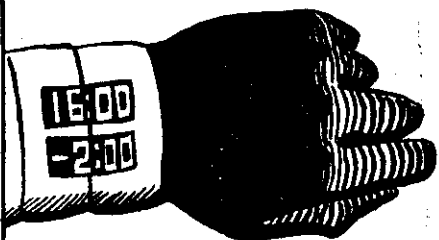
35



Tavro, the Interplanetary Spy on the planet Three-fax, has left a pouch for Starscan, your code name! You get it. In it is a message and half of a medallion. You decode the message: *Meet me today at 16:00 at Barenga Park. Phatax's agents and robot dogs are on my trail. Be careful!*

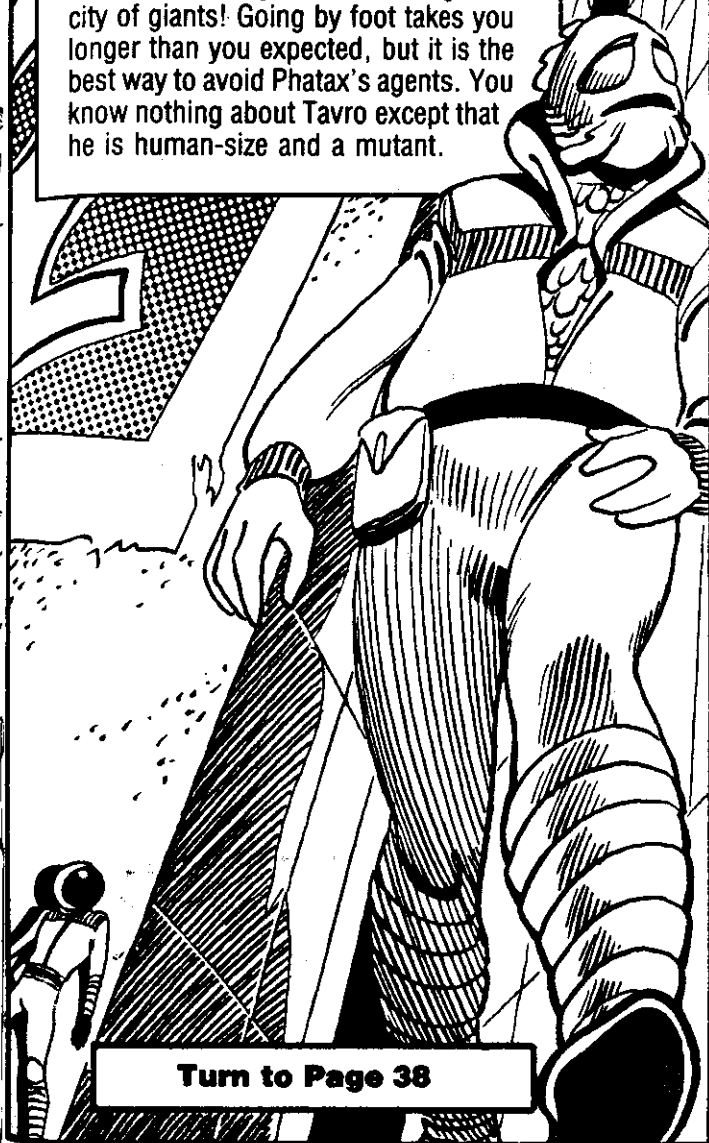


You reduce the size of your ship and leave. You must meet Tavro in two hours!



Turn to Page 37

You leave gate 42 of the spaceport and make your way toward the city. Your size makes it easy to hide. Barenga is a city of giants! Going by foot takes you longer than you expected, but it is the best way to avoid Phatax's agents. You know nothing about Tavro except that he is human-size and a mutant.



Turn to Page 38

You come to Barenga Park at last. You see three statues. Something about them is familiar! You look at the medallion that Tavro sent you.

Similar medallions hang from the neck of each statue. One of them might fit yours.

You decide to look at the statues more closely. Which one do you check out first?



Kapar? Turn to Page 49

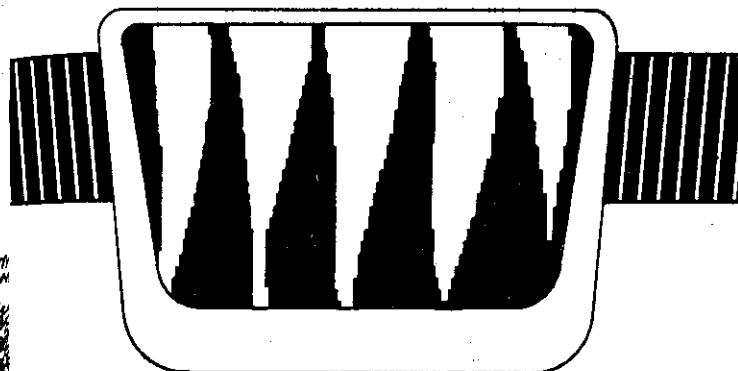
Savamp? Turn to Page 121

Orvat? Turn to Page 74

BEEP! BEEP! BEEP!

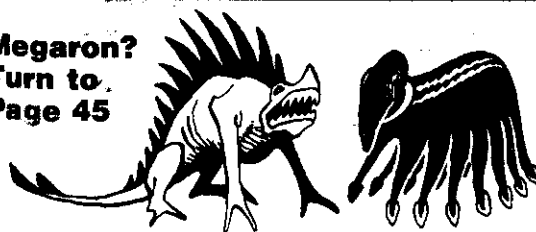
Collision Alarm Activated

You fly through the Royal Palace. Suddenly your computer warns you of a dangerous animal in your flight path. Part of the animal flashes on the viewscreen. There is no time to see the rest. You must act now to avoid a crash!

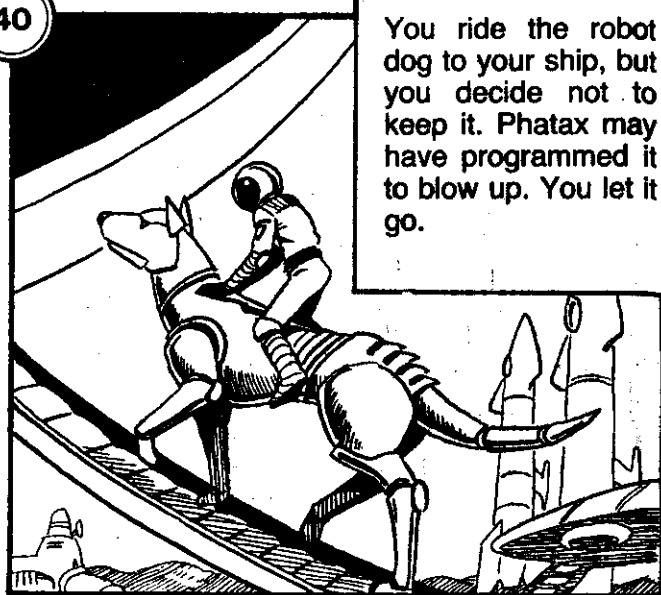


If the animal is an Octopod, you must fly **above** its back to avoid deadly tentacles. If it is a Megaron, you must fly **below** its belly to avoid the spikes on its back. Is it a Megaron or an Octopod on the viewscreen above? Quick!

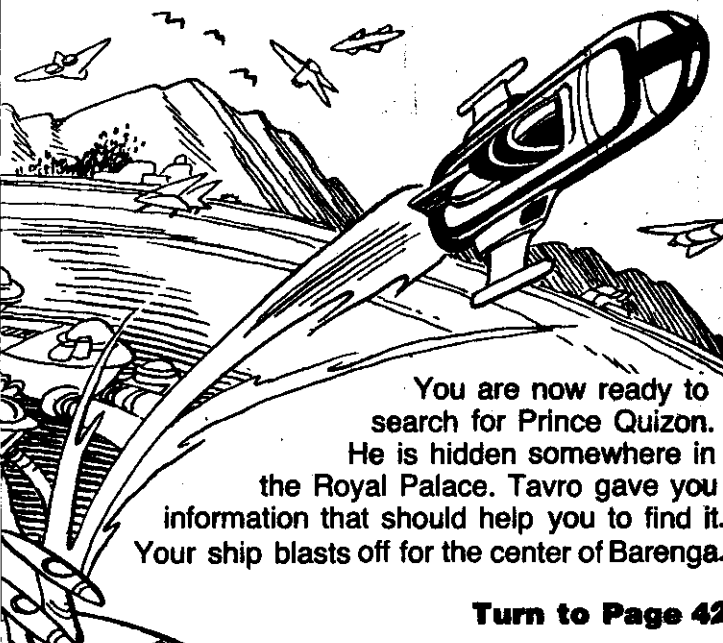
Megaron?
Turn to
Page 45



Octopod?
Turn to
Page 50



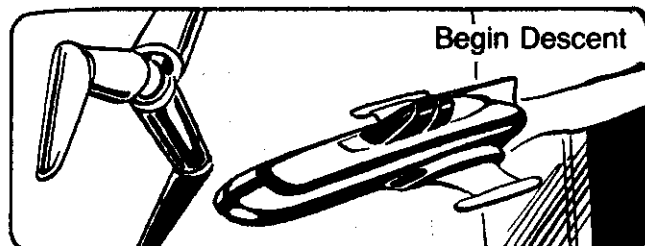
You ride the robot dog to your ship, but you decide not to keep it. Phatax may have programmed it to blow up. You let it go.



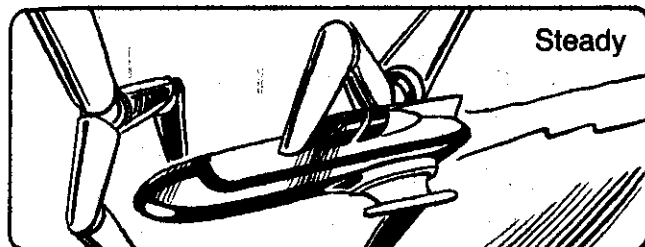
You are now ready to search for Prince Quizon. He is hidden somewhere in the Royal Palace. Tavro gave you information that should help you to find it. Your ship blasts off for the center of Barenga.

Turn to Page 42

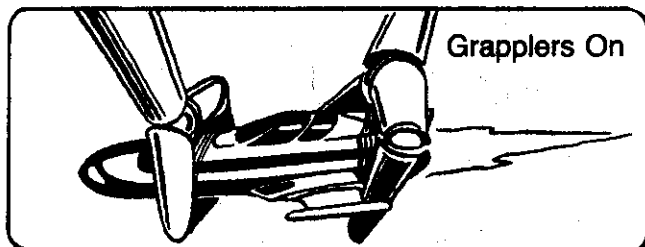
You approach the grapplers again.



Begin Descent



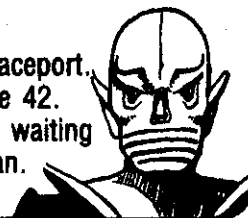
Steady



Grapplers On

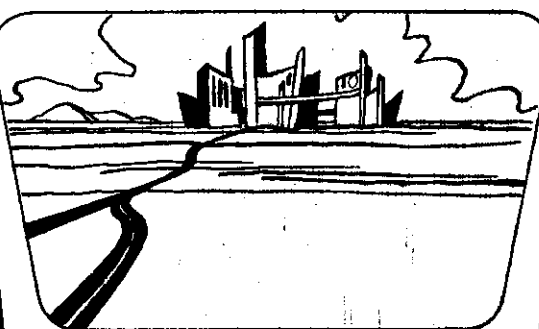
Priority Message:

Welcome to the Barenga Spaceport. Your ship will dock at gate 42. There is a message pouch waiting for a trader named Starscan.

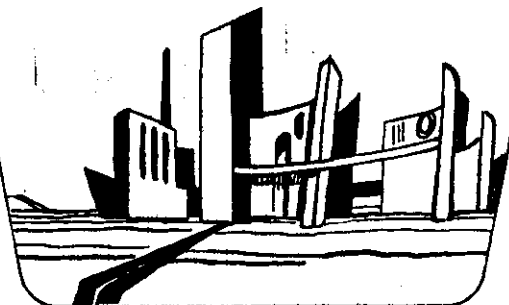


Turn to Page 36

You reach the center of Barena.
You are looking for the Royal Palace.



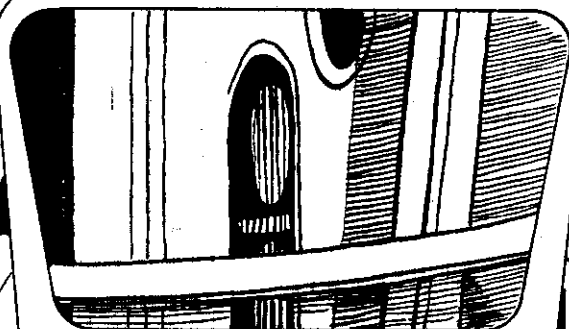
Scanner magnification: normal
Distance: 100 kad-miles



Scanner magnification: normal
Distance: 50 kad-miles

Turn to Page 43

Scanner magnification: normal
Distance: 2 kad-miles



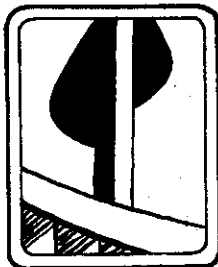
Distance: 1 kad-mile
Too close: distortion!



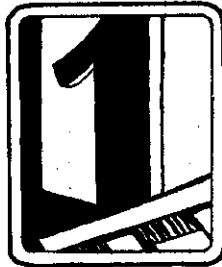
Danger! This close, the buildings are so big
that the scanner cannot see more than part of
any single building. Slow down to navigate!

Turn to Page 44

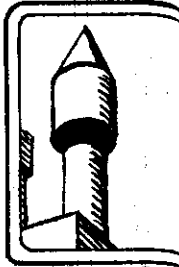
You are moving so fast, and you are so close, that your scanner cannot see the whole picture! You take close-up scan pictures:



Scan 1

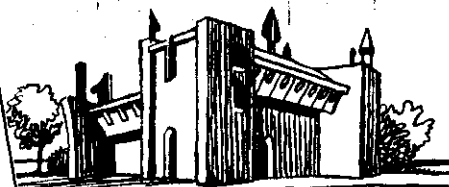


Scan 2



Scan 3

You can compare the close-up scans to a picture of the Royal Palace that Tavro gave you.



Data File: X37JP
Royal Palace

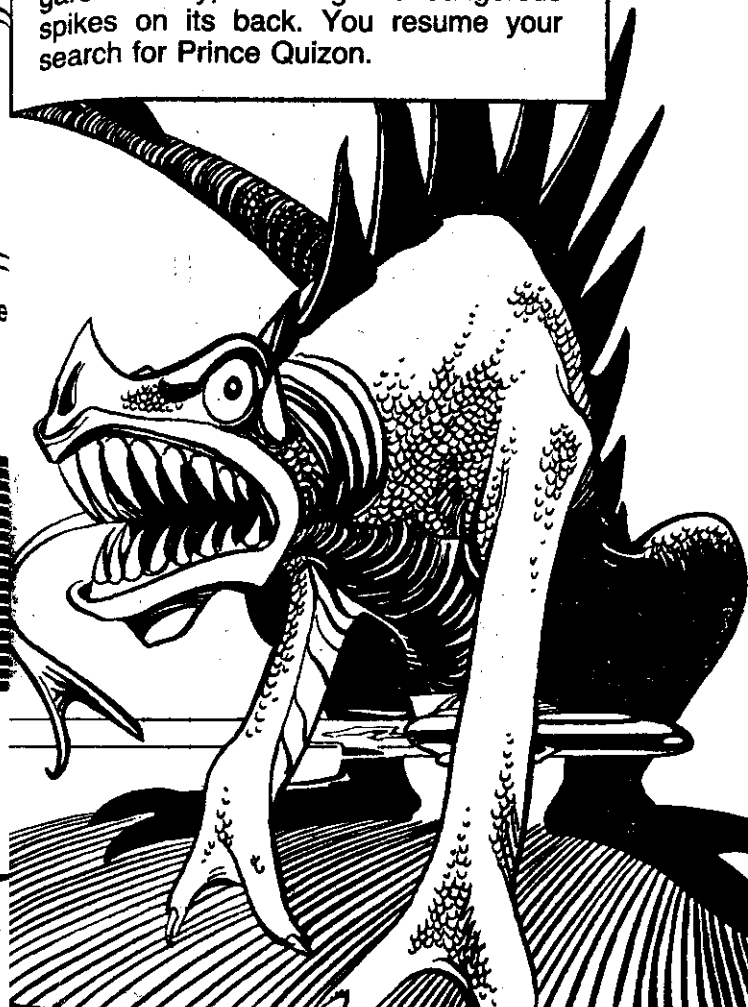
Which of the three close-up scans shows a part of the Royal Palace? Look at Tavro's picture and choose. Then proceed there immediately.

Scan 1? Turn to Page 51

Scan 2? Turn to Page 46

Scan 3? Turn to Page 55

It is a Megaron! You dive under the Megaron's belly, avoiding the dangerous spikes on its back. You resume your search for Prince Quizon.

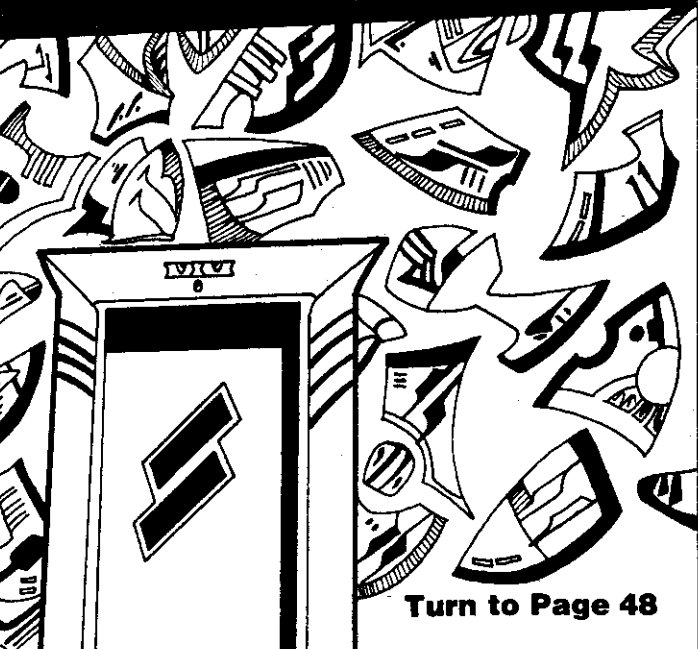
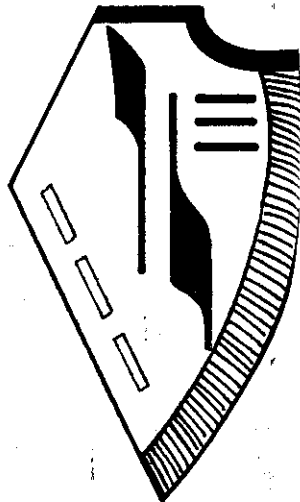


You must be careful. Phatax and his agents could be anywhere in the Royal Palace.

Turn to Page 47

You fly closer to the building shown in Scan 2. It looks like a palace, but you are not sure. Tavro gave you a picture of the Royal Crest. He said the crest would be part of the decoration on the palace walls.

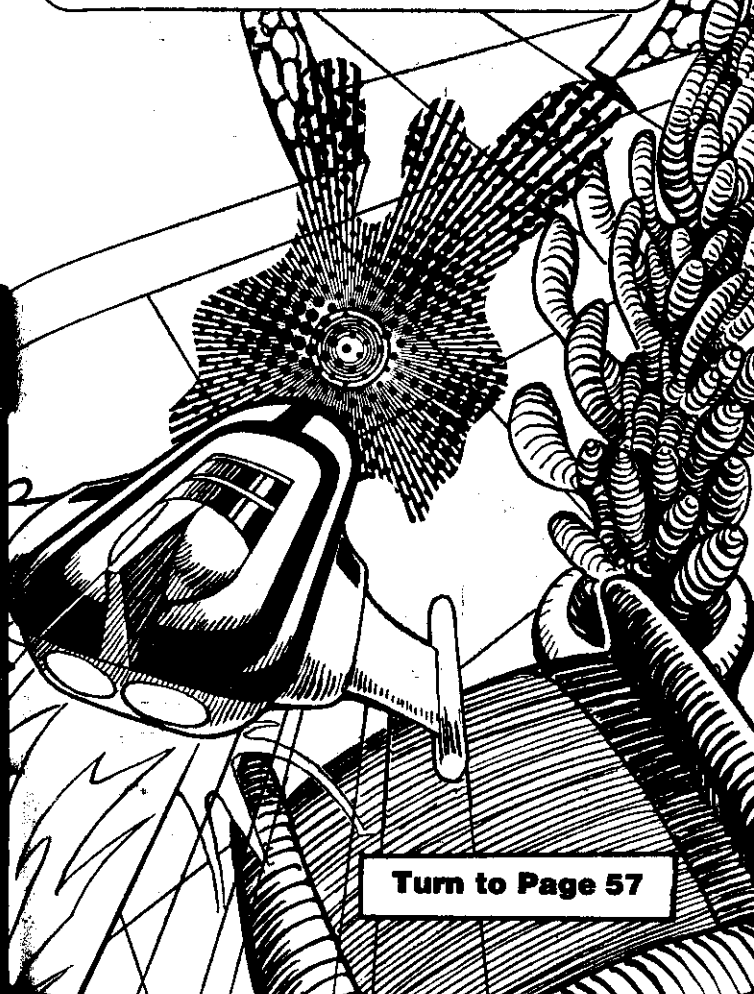
You fly past the building. Is the Royal Crest there?



Turn to Page 48

Further inside, your computer tells you that the palace has hundreds of rooms. The quickest way to find Prince Quizon is to track his voice. But first you must make sure he is inside.

You have Prince Quizon's voiceprint in your computer. You use the computer to search for the sound of the prince's voice.

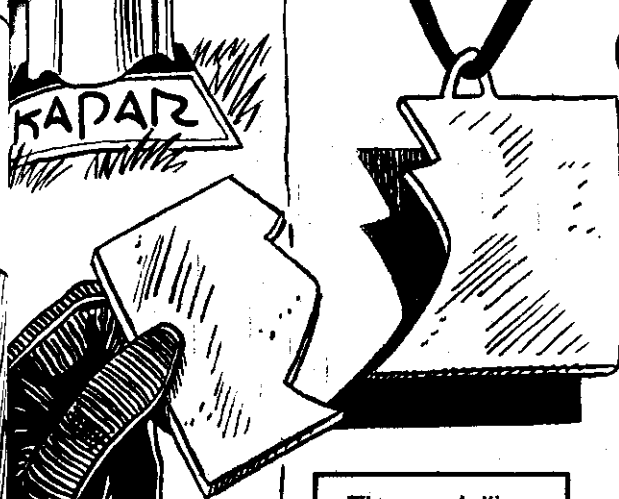


Turn to Page 57

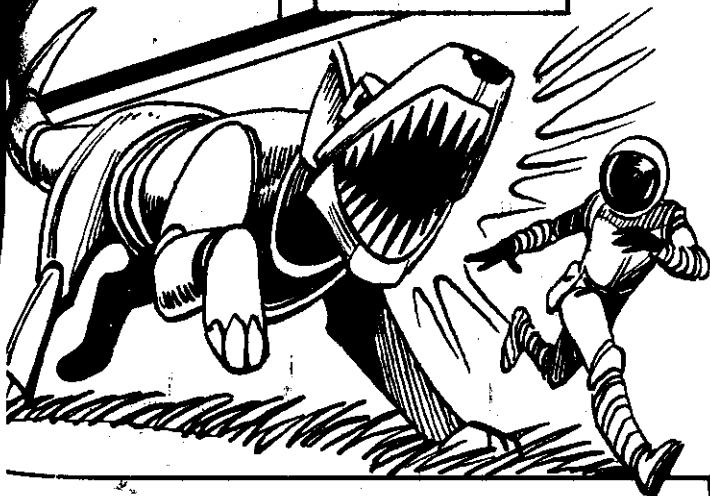
You find the Royal Crest! You circle the palace to find a way inside. But all the entrances are guarded by giants.

You locate a keyhole in one of the palace doors. Your ship is just small enough to fly through it.

Turn to Page 39



The medallion does not fit.



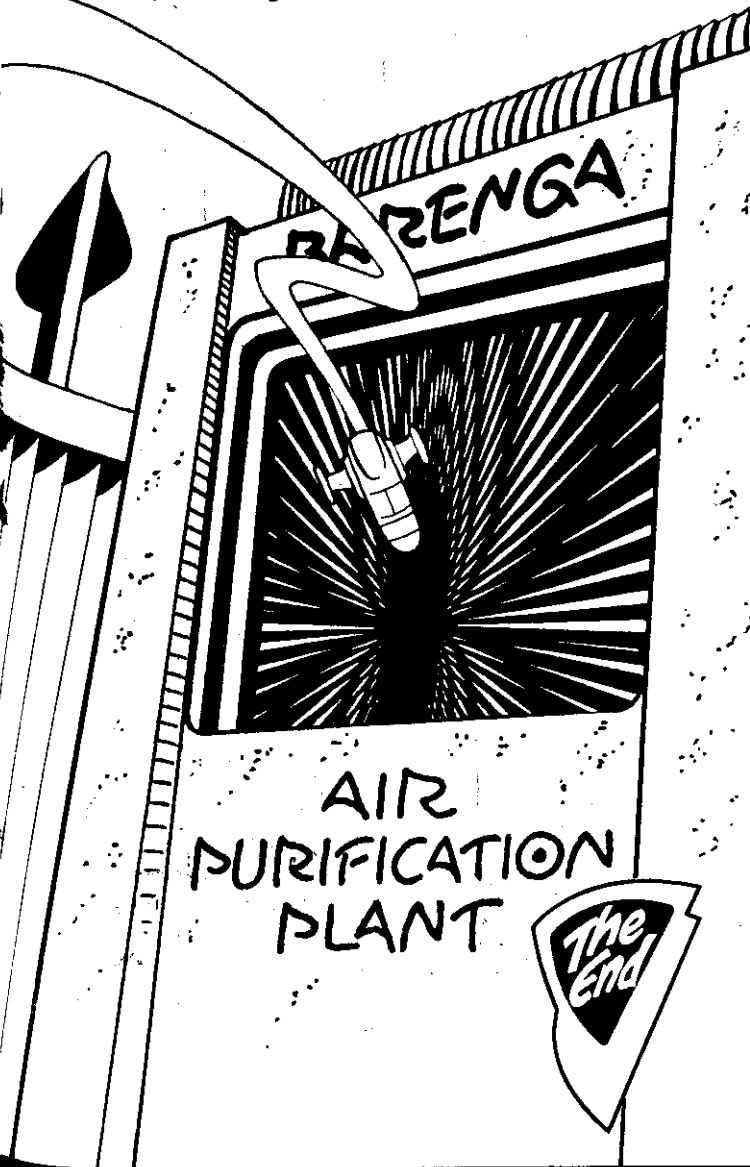
Before you can check one of the other statues, you hear a loud barking. It is one of Phatax's deadly robot dogs. Run!

Turn to Page 54

You fly your ship higher to avoid the Octopod's tentacles. But suddenly you see spikes in front of you. Octopods do not have spikes! You are flying into the spikes of a Megaron!



You fly toward the building shown in Scan 1. As you get closer, your ship is sucked into a giant whirling vent. Your ship is being drawn into the:



AIR
PURIFICATION
PLANT

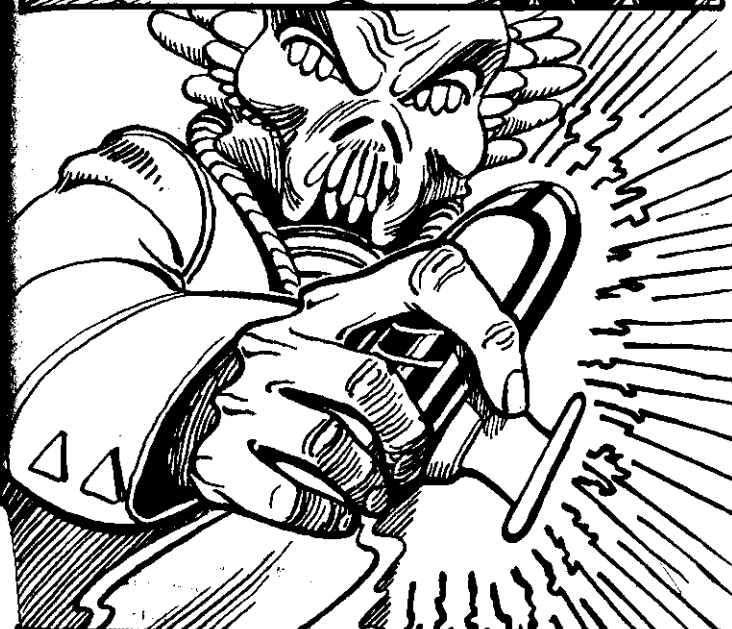
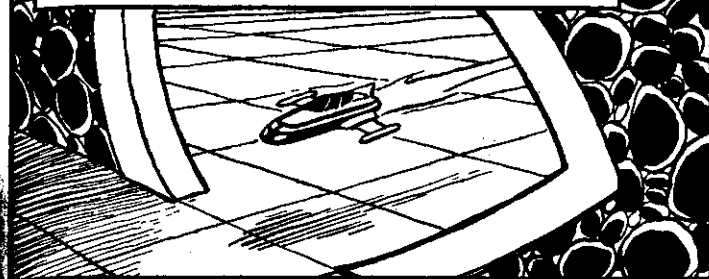


Side
ASide
BTo
Spaceport

The robot dog chases you. You are cornered at the front wall of a stone barrier! You can blast your way to the safety of the spaceport on the other side. But you only have six shots to do it! One shot will knock down one wall of the barrier. Which side of the barrier can you escape through with only six blasts?

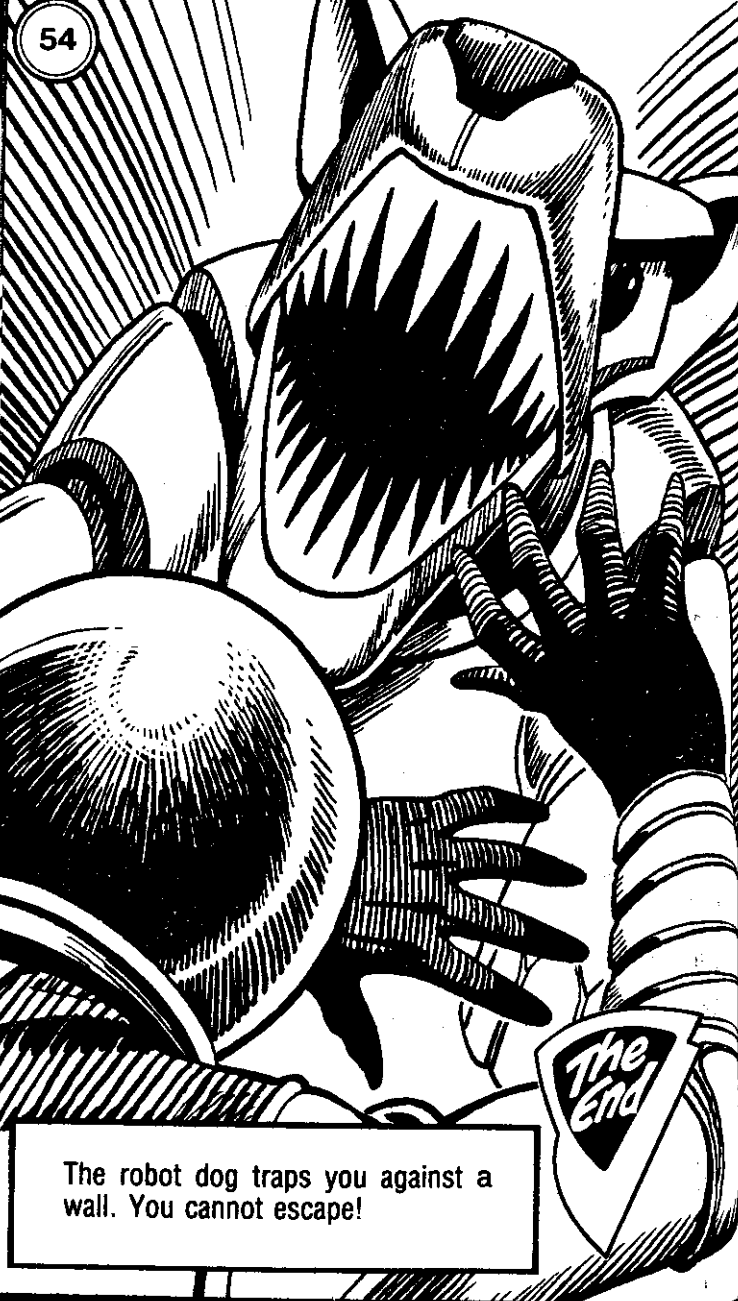
A? Turn to Page 54**B? Turn to Page 59**

You follow the sound that generated voiceprint B. The static fades. Your computer picks up the prince's voice pattern clearly. You know you are going in the right direction.



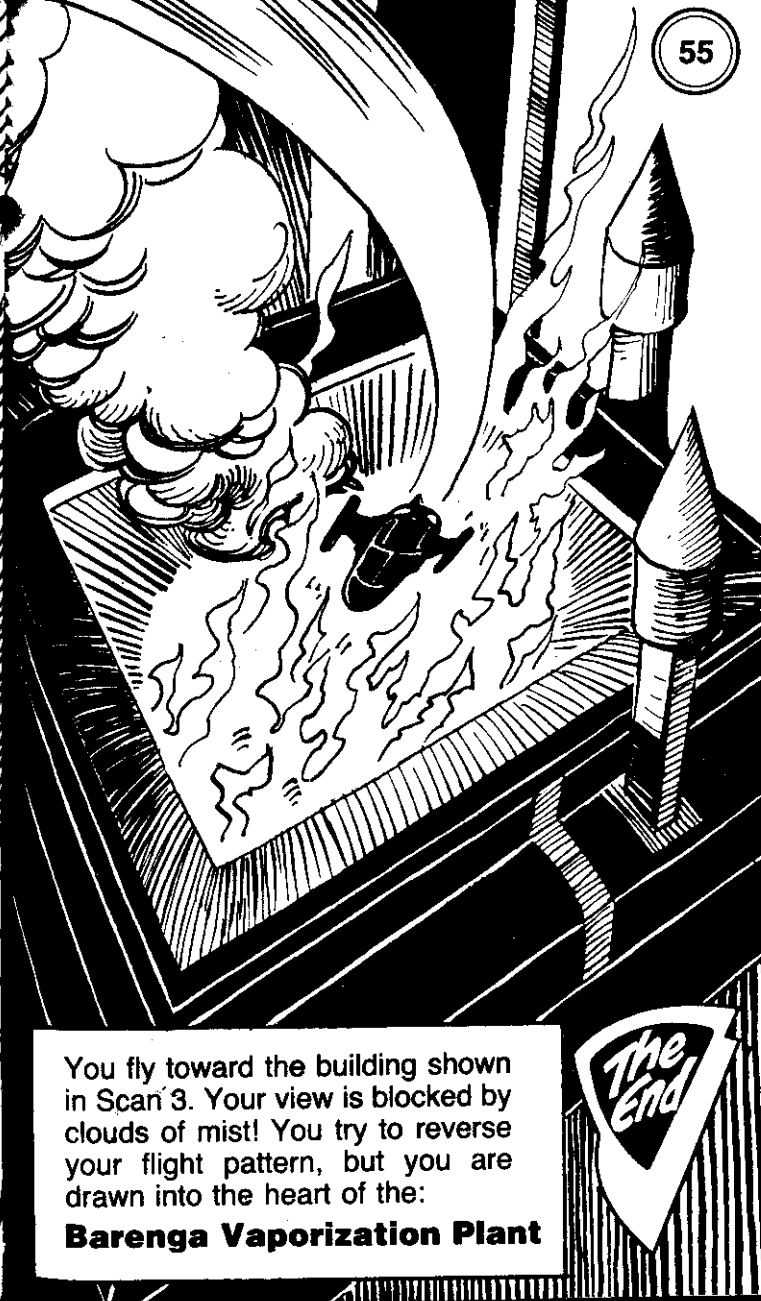
Suddenly you detect a much louder sound. Before you can react, a giant steps in front of your ship and grabs it. Is this Phatax in one of his disguises or is it one of his agents? Check your data file on Page 7.

Turn to Page 61



The robot dog traps you against a wall. You cannot escape!

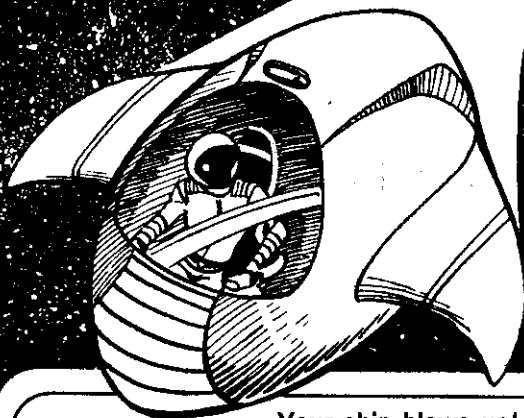
*The
End*



You fly toward the building shown in Scan 3. Your view is blocked by clouds of mist! You try to reverse your flight pattern, but you are drawn into the heart of the:

Barenga Vaporization Plant

*The
End*

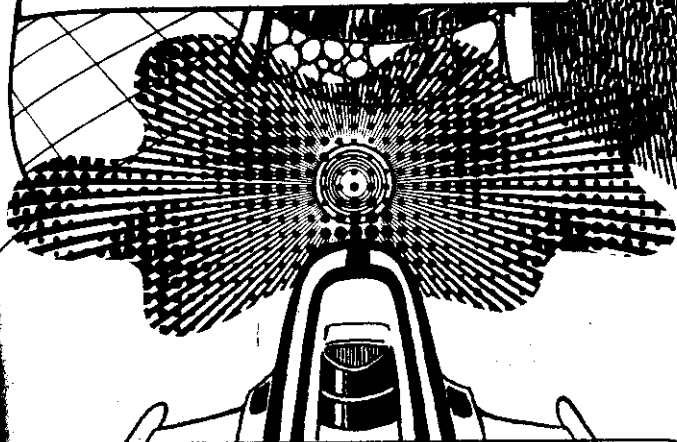


Your ship blows up!

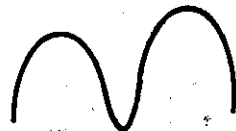
But you are able to eject yourself in an escape pod. The pod is thrown into a time-warp orbit. Three months pass before you are rescued by an Interplanetary Spy ship. You are taken to Mission Control for briefing again.

Turn back to Page 2

Your computer picks up two similar voiceprints and a lot of static. You are sure one of the prints matches Prince Quizon's, but it is hard to tell since the computer blends the static with the voiceprints.



Which voiceprint has Prince Quizon's voiceprint hidden in it? Choose one and fly in the direction that the sound comes from.



Prince Quizon's voiceprint



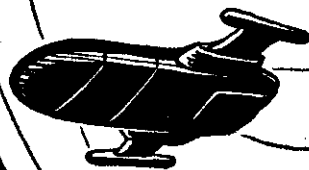
Voiceprint A?
Turn to Page 58



Static pattern,
with no voice

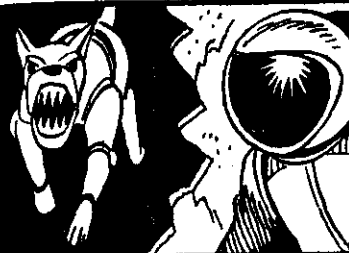
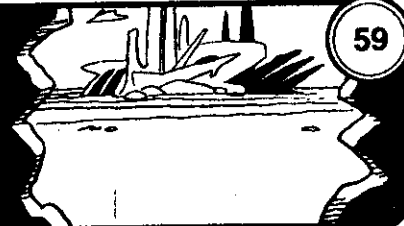


Voiceprint B?
Turn to Page 53



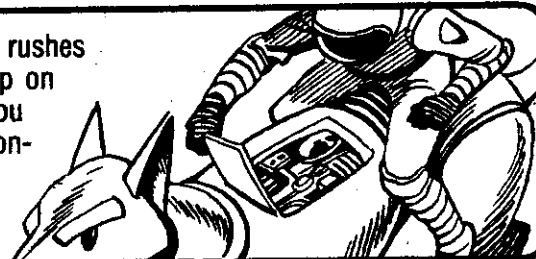
You fly in the direction
of the sound that
generated
voiceprint A.

You did it! You blasted
through the barrier
with only six
shots!

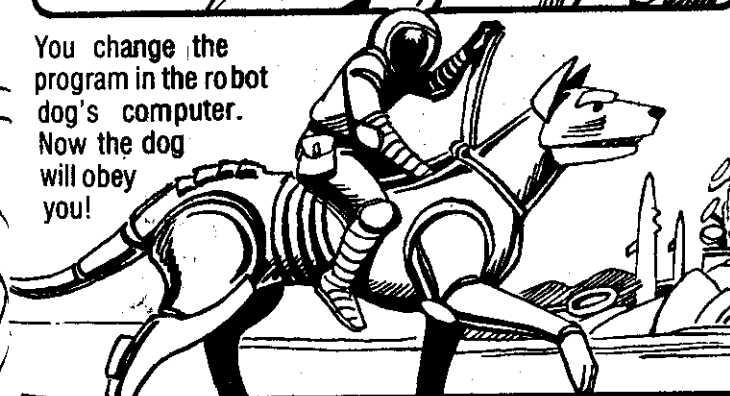


But the spaceport is
farther away than
you thought! You
have an idea. You
wait behind the wall
for the robot dog to
catch up.

As the dog rushes
by, you leap on
its back! You
open the control
panel.



You change the
program in the robot
dog's computer.
Now the dog
will obey
you!



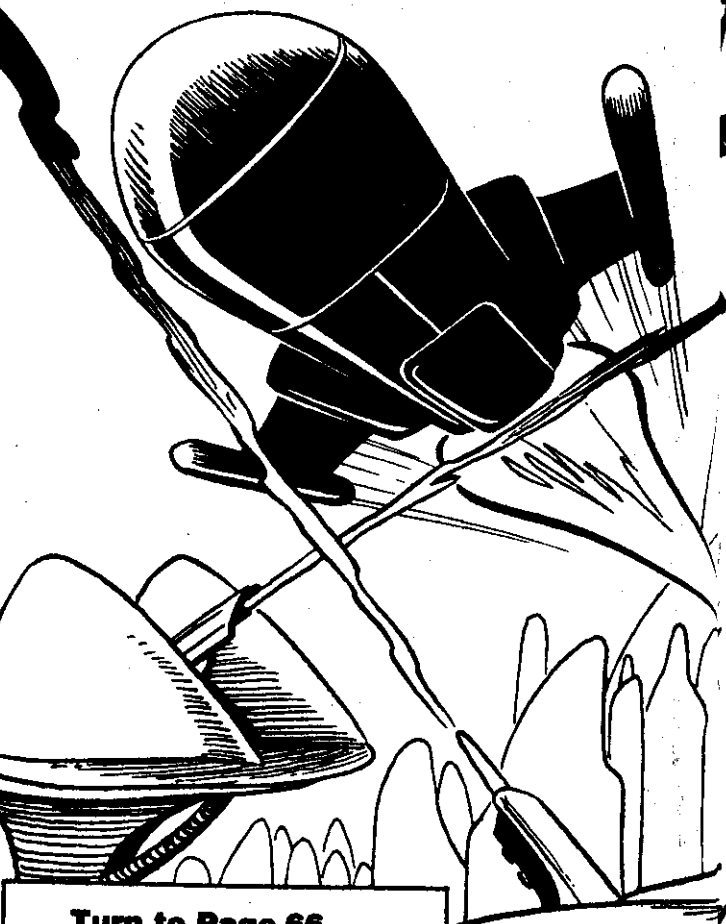
But it does not lead you to Prince
Quizon. Instead, it leads you
straight into the hands of a Genrax!
Threefaxians keep Genraxes for
pets. And the Genrax is going to
keep YOU for a pet . . . until it gets
hungry.

*The
End!*

You order the robot dog to take you to the spaceport.

Turn to Page 40

Your ship takes off automatically. You head toward Sector 14. Your computer warns you that this is an uncharted sector of space. You realize you have made a mistake! Perhaps you can get back by taking a shortcut.



Turn to Page 66

You realize that the giant's face is *not* one of Phatax's disguises. But this giant is still dangerous. He opens the hatch of the ship!

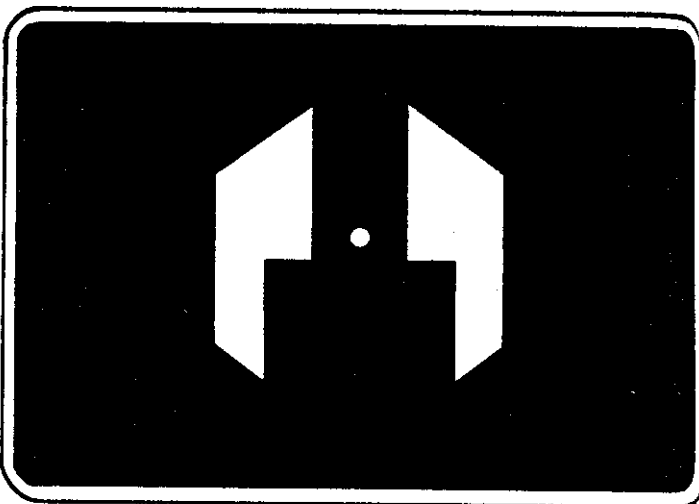
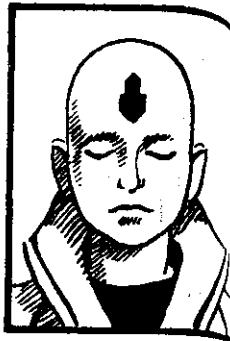


Before he can pull you out, you fire your jet pack to escape.

Turn to Page 75

"You are too late," Prince Quizon exclaims. "Phatax has taken the Royal Jewels to be sold!"

You question the prince, but he is so upset he cannot remember anything else Phatax said.

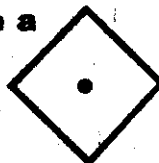


You must do a mind probe. The prince may have overheard something that will tell you where Phatax went. You can use the tattoo on Prince Quizon's forehead to focus your probe.

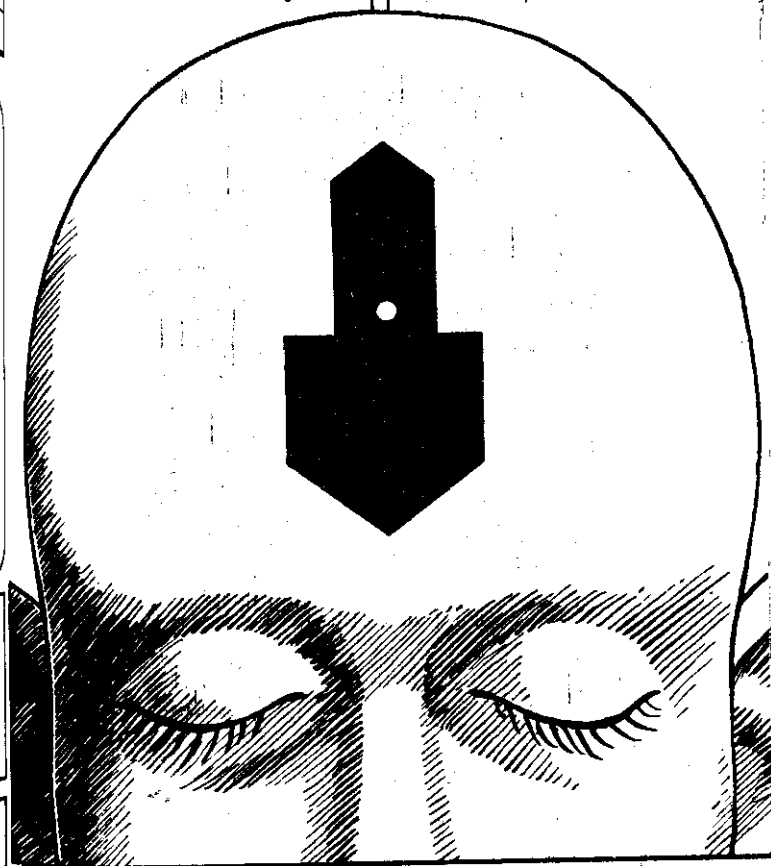
Concentrate on the dot in the center of the mind-probe pattern above for one minute. Then look at the tattoo on Prince Quizon's forehead on the next page. What do you see?

You should see a new shape on Prince Quizon's forehead.

If you see a diamond,
turn to
Page 76

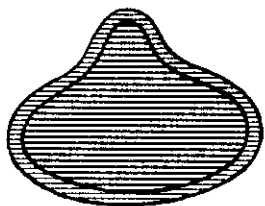
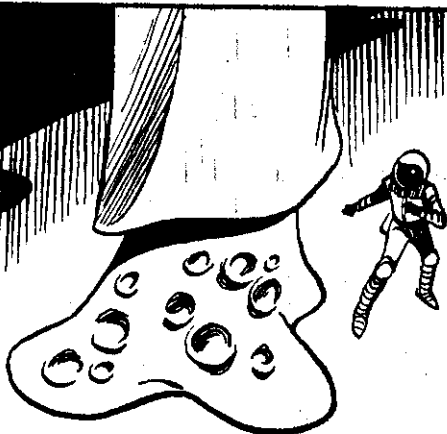


If you see a hexagon,
turn to
Page 80

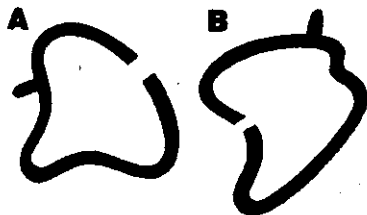


If you have trouble, stare at the pattern on the opposite page again!

You take out the snare ring! You must choose the right shape to snare the giant by his ankle.



You study the giant's ankle from all sides. It has this shape when seen from above.

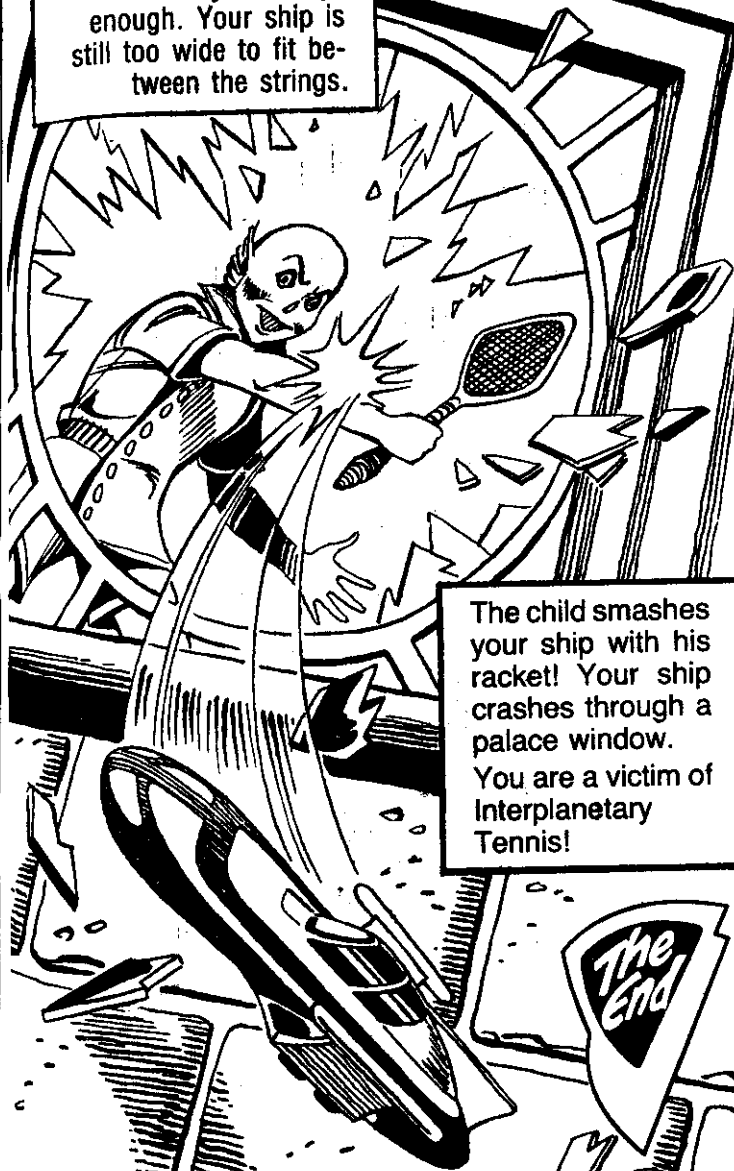


Pick one of the snare ring's two shapes. Only one shape will fit the giant's ankle. If you can snare him, the stun ray from the ring will make him pass out.

Pattern A? Turn to Page 71

Pattern B? Turn to Page 24

Too bad! You didn't fold your wings enough. Your ship is still too wide to fit between the strings.

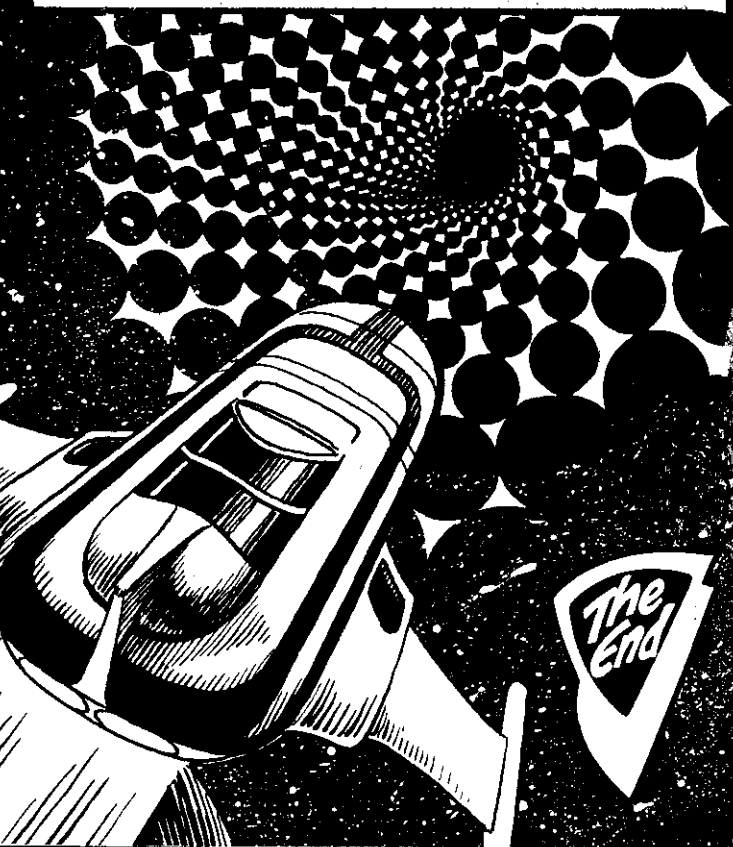


The child smashes your ship with his racket! Your ship crashes through a palace window. You are a victim of Interplanetary Tennis!

As you cross the uncharted space of Sector 14, a warning flashes from your computer screen:

WARNING! WARNING! SHIP NOW HEADED TOWARD A BLACK HOLE.

There is no escape as your starship is pulled into the black hole.



You try to knock the giant out with the stun-gas belt. It doesn't stun him, but you are able to escape in the smoke! You run until your path is blocked by a robot machine!



It is a household bug and dust collector—for giant households.

Before you can get away, it grabs you with a mechanical arm. You are thrown into a waste chamber and vaporized!

You fly your ship through the palace sculptures.

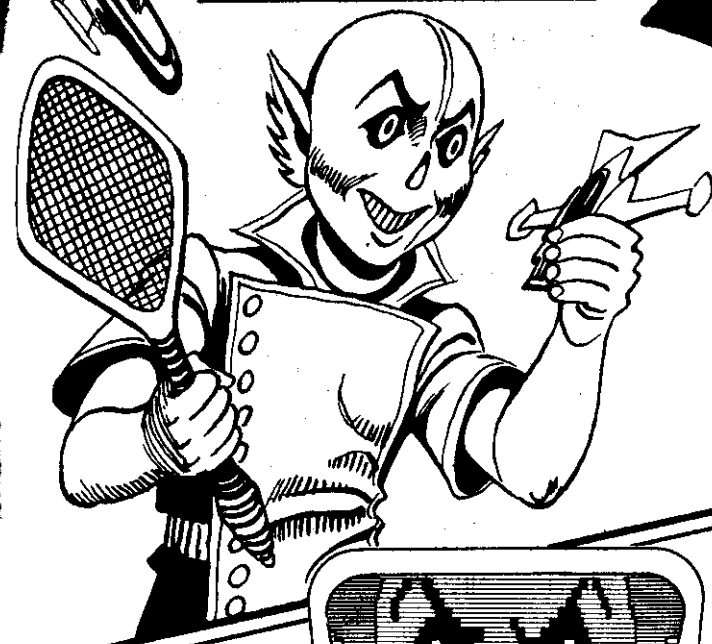
You follow Prince Quizon's voice-print, but as you do, you pick up a fast-moving object on your screen.

Suddenly, you see a spaceship coming toward you! It is the same size as your ship.

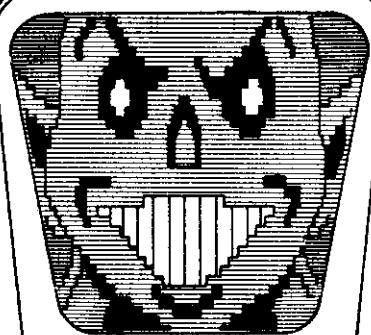
SENSOR READOUT: Approaching ship does not contain living beings.

Turn to Page 69

The uninhabited ship is plucked out of the air by a giant alien child. The ship is his toy!

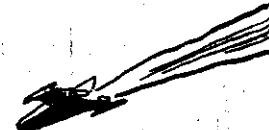
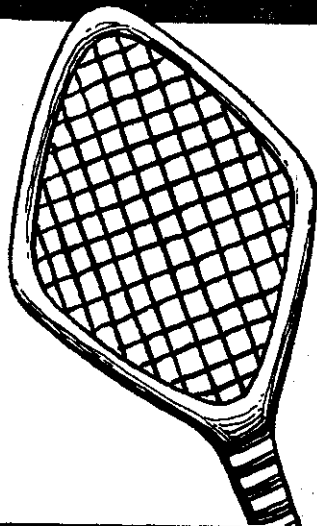
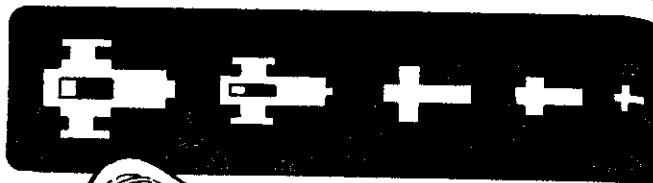


Now he looks at you. He must think that your ship is one of his toys. He's going to swat you with his racket!



Turn to Page 70

You can escape by flying between the racket strings. You must make your ship smaller!



Your ship is too wide. You must fold your ship's wings. But if you don't fold them enough, you will fly right into the racket strings.

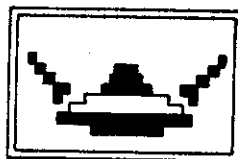
FOLD SHIP'S WINGS TO ANGLE:

60 DEGREES

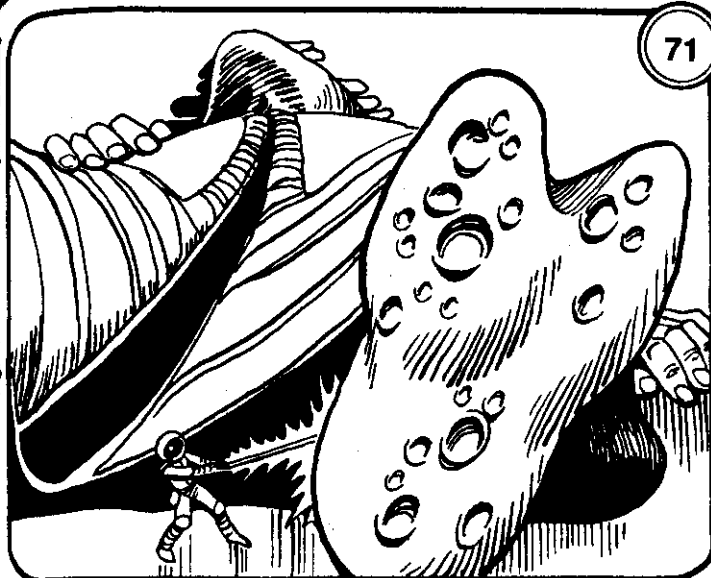


PRESS HERE
then turn
to Page 72

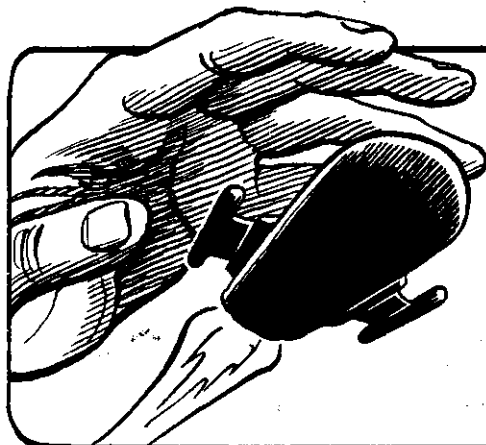
30 DEGREES



PRESS HERE
then turn
to Page 65



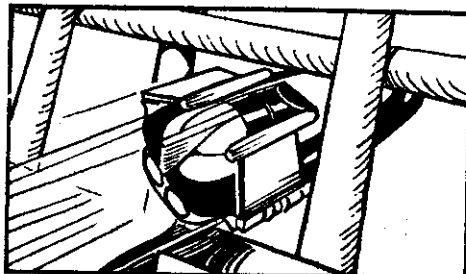
The snare ring works! The giant passes out from the ring's stun ray. You rush back to your ship. Prince Quizon's voiceprint is changing shape. Your computer tells you that it may be a call from the prince, in deep distress.



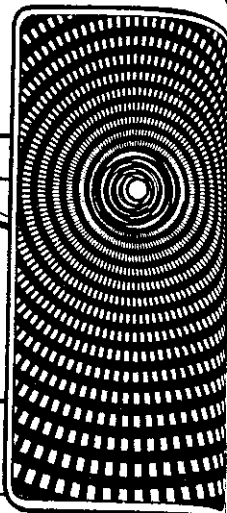
Your ship takes off just as the stun ray starts wearing off!

Turn to Page 68

Good! You pass through the holes in the racket easily and escape the child.



You can now see Prince Quizon's voice-print clearly. You are getting closer!



You come to two dark hallways. They lead to the palace cellar.

You must decide which way to go. You do a sound-wave scan of both hallways.

By using your sound-wave scan, you determine that one hallway leads to a multidimensional transport chamber.



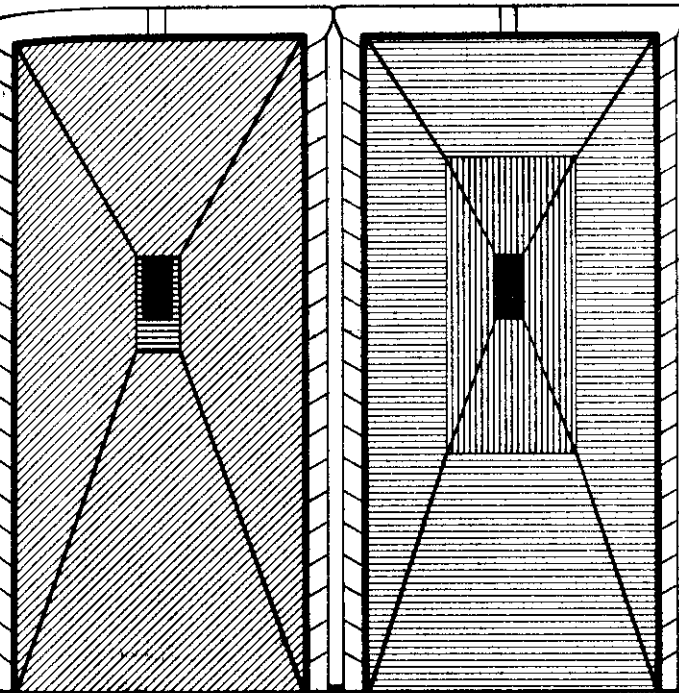
The other hallway leads toward a chamber that holds Prince Quizon!



Turn to Page 73

But the sound-wave scan only shows you a flat picture of each hallway. You must decide which sound-wave scan comes from which hallway. Choose the hallway that leads to the prince!

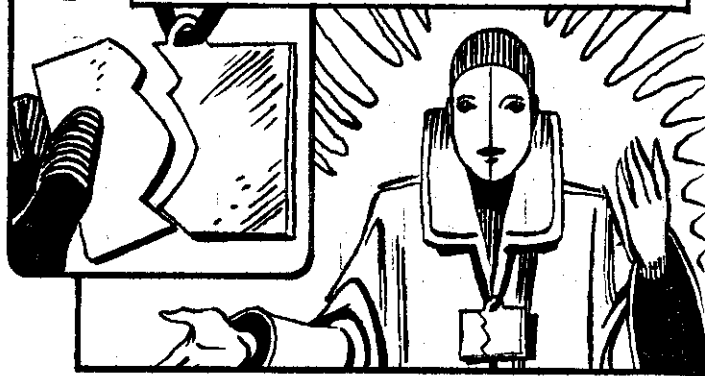
Hurry! You don't have much time. The giant guard is on your trail!



**This hallway?
Turn to Page 77**

**This hallway?
Turn to Page 78**

Orvat's medallion fits! The statue comes to life!



"Greetings, Starscan!" it says. It is Tavro! He used his mutant powers to "freeze" his body to escape Phatax's robot dogs. They can't track his movements if he is standing still.



= Tavro

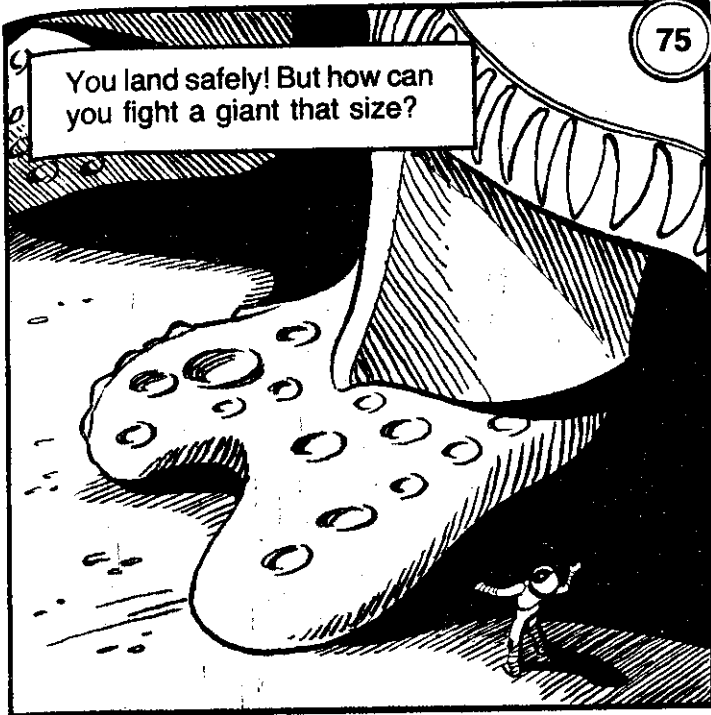
Tavro tells you that Prince Quizon is a prisoner in the Royal Palace, and gives you information that will help you find the palace. Suddenly, you hear a strange harsh sound. "Hide," shouts Tavro. Then he freezes again.



You see one of Phatax's robot dogs! You must get back to your ship!

Turn to Page 52

You land safely! But how can you fight a giant that size?



Wait! You remember the snare ring and the stun-gas belt.

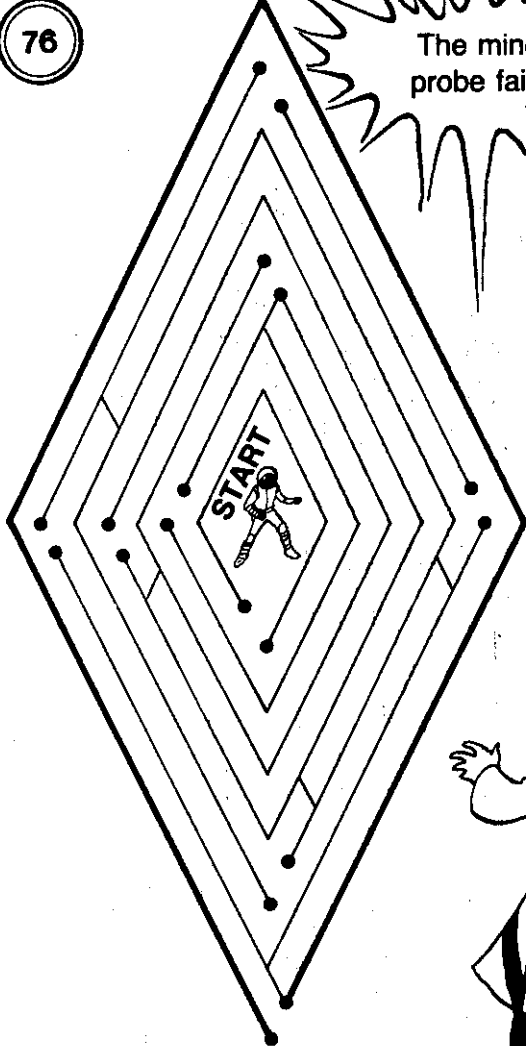
Did you bring either with you?
Check Page 31.



If you have the snare ring and decide to use it, turn to Page 64

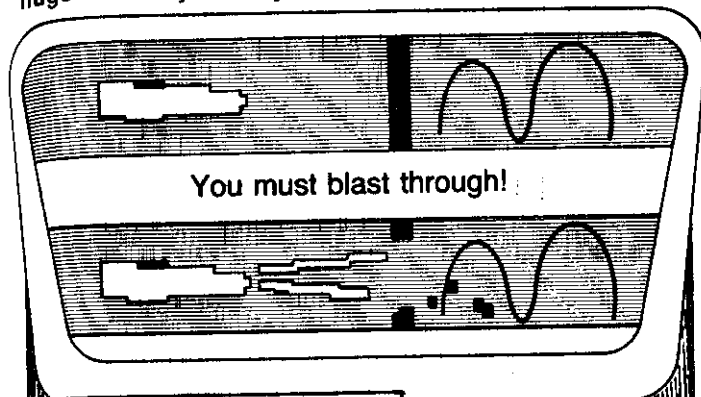
If you have the stun-gas belt, turn to Page 67

The mind
probe fails!

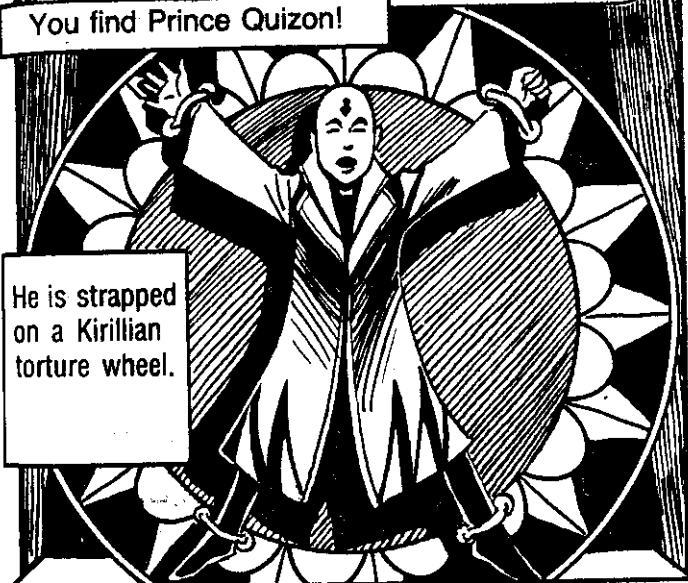


But *your* mind is pulled into a hypnotic mind maze. You can try again, however. Start at the inner diamond. When you get to the outside, **Turn to Page 80.**

You fly through the hallway. Prince Quizon's voice-print is so clear you must be very near, but there is a huge door in your way!



You find Prince Quizon!



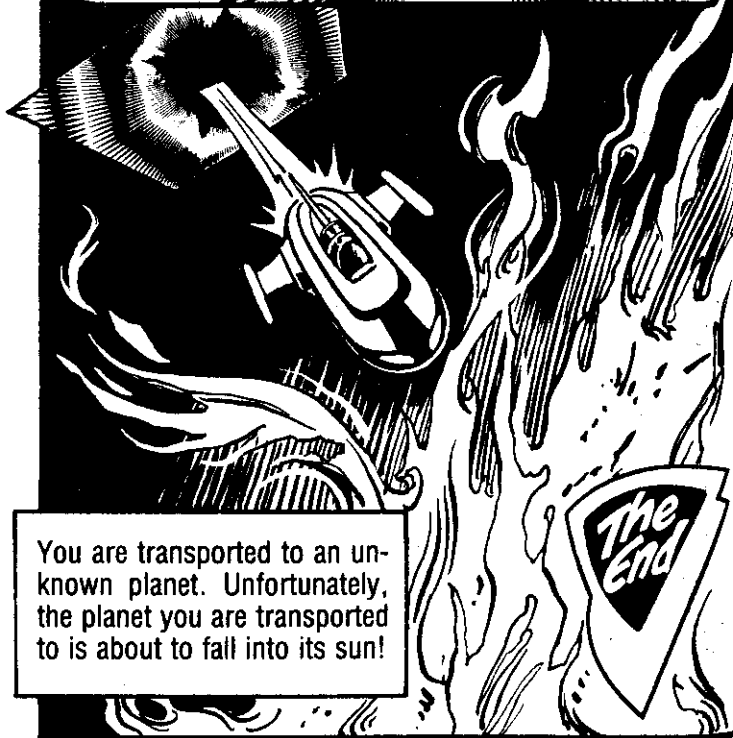
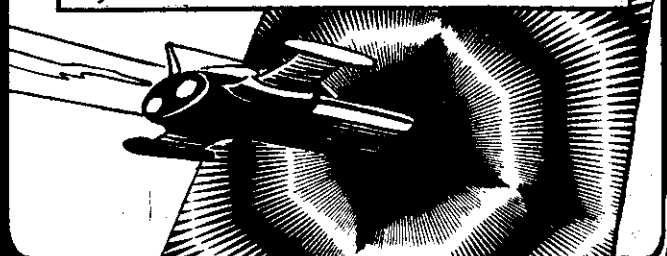
He is strapped
on a Kirillian
torture wheel.

You land your ship and jump out. You free the young prince, but you quickly realize that he has been blind-

ed by Phatax!
The prince is in shock.
"I am here to help
you," you explain.

Turn to Page 62

You made the wrong choice. Prince Quizon is not here. This is the multidimensional chamber, used to transport people to other planets. Before you can fly out again, your ship accidentally triggers the transport device. The transporter beam hits you. You could be transported anywhere!



You are transported to an unknown planet. Unfortunately, the planet you are transported to is about to fall into its sun!

The End

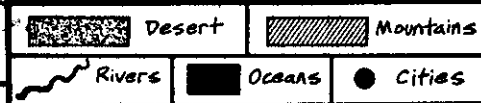
You hurry back to your ship with the jewel Prince Quizon gave you.



Threefax
(Sunward)



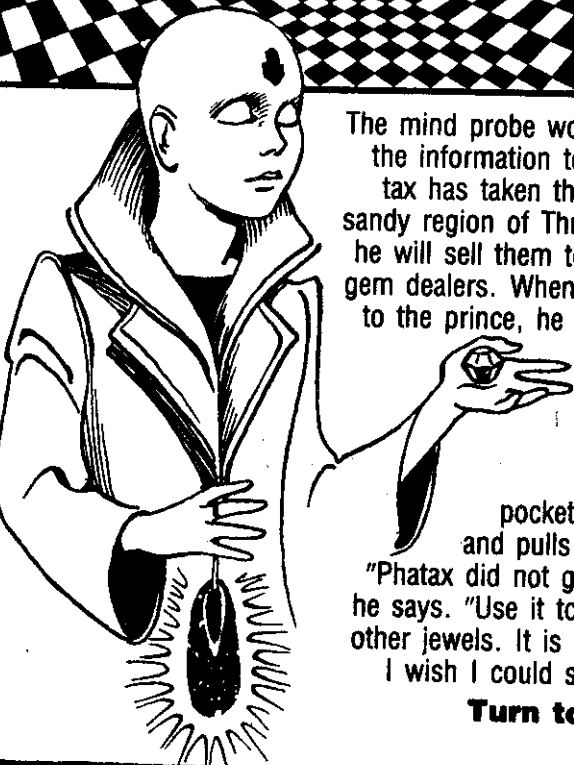
Threefax
(Spaceward)



Inside the ship, you look at a map of the planet Threefax. Which areas contain sand?

Study the map carefully. Turn to Page 82

Mind Probe
PHATAX ...
BRAGGING ...
THE JEWELS ...
TO UNDERWORLD
DEALERS ... SAND ...
THREEFAX ...
"MARKET ...



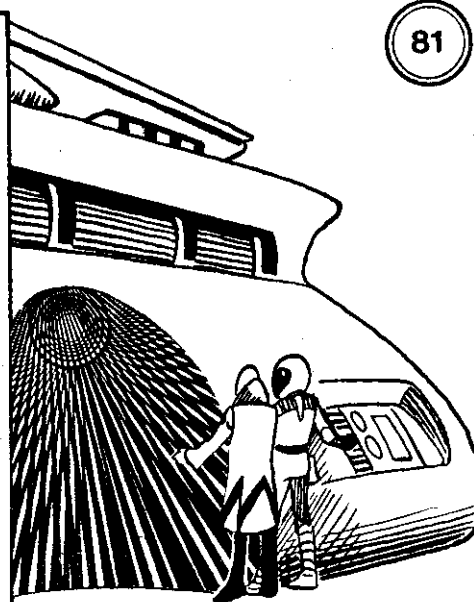
The mind probe works! You put the information together: Phatax has taken the jewels to a sandy region of Threefax, where he will sell them to underworld gem dealers. When you tell this to the prince, he nods. He re-

members what happened.

He reaches into a secret pocket in his cloak and pulls out a jewel. "Phatax did not get this one," he says. "Use it to recover the other jewels. It is very special. I wish I could see it again!"

Turn to Page 81

You must get the blinded prince back to his home planet before taking off after Phatax. Prince Quizon needs rest and proper attention. You quickly take him to the multidimensional chamber of the palace.

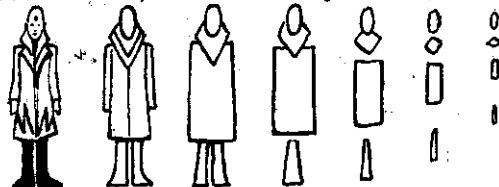


Enter the coordinates of Prince Quizon's home planet below. If you don't remember the name of his planet, check Page 3.

Planet Coordinates

Straiten	K5
Kirillia	Z9
Fourton	P2
Zebulax	N3
Alvare	Y1
Metron	W7
Centrax	V7

You activate the chamber and leave Prince Quizon inside. Seconds later, he is on his way home!



Turn to Page 79

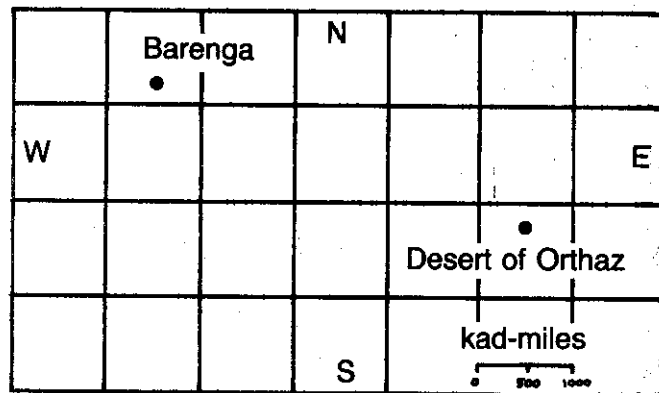


Sunward



Spaceward

The Desert of Orthaz is the best place to look. You must set your ship's course for it. Check the maps above.



Threefaxian Coordinate Map

Estimate how many kad-miles you will fly:

Now choose your direction.

Northwest?

Turn to Page 84

Southeast?

Turn to Page 86

Your automatic pilot alerts you that you are near the Desert of Orthaz. You put the jewel away. You decide to land at the Zeren Bazaar, the perfect place for Phatax to sell stolen jewels. You ask your computer for the names of the two biggest jewel merchants in the bazaar.



Now you are ready to land and search for Phatax. Be careful! Trust no one! Phatax may have agents here.

Turn to Page 85

Your ship takes off.



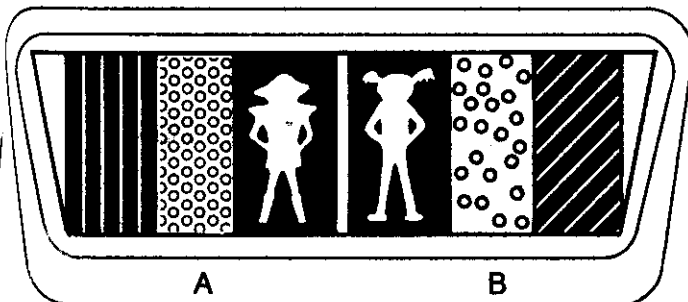
You fly hundreds of kad-miles northwest. You are going in the wrong direction! Suddenly a mountain rises up in front of you. No! It is a living creature! The noise of your ship has woken it up. Before you can get out of its way, the creature blasts you with its icy breath. A cloud of solid ice surrounds your ship. You cannot move! You are frozen!



Your computer tells you that Flodars, a traveling merchant group, are known as the craftiest bargainers in Sector 13. They wear loose-fitting clothing with repeated patterns and vertical lines on them. You decide to pretend you are a merchant from Flodar. You step into your ship's clothworks chamber to get your new clothing.



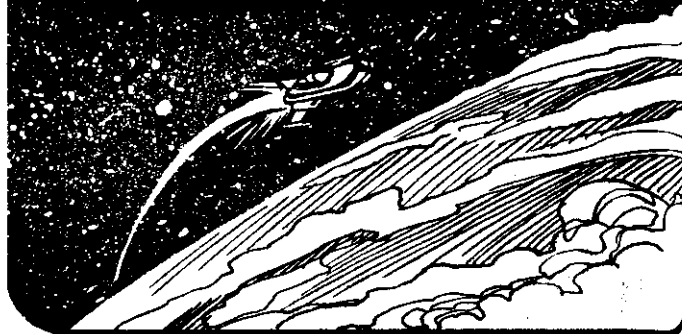
Select the patterns that will make Flodar-type clothing.



Enter Program A
Turn to Page 87

Enter Program B
Turn to Page 102

Excellent. You set your course southeast for the Desert of Orthaz. Your computer informs you that the distance will be 4,200 kad-miles. You put your ship on automatic pilot.



As you travel, you decide to analyze the jewel that Prince Quizon gave you.

Computer Analysis of Jewel



Object is similar to:



Desert Sand

Analysis:

L=J

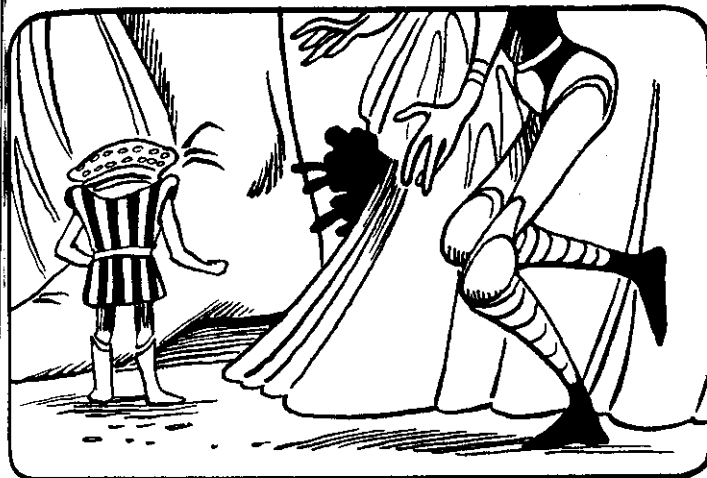
A=J

P=H

Computer Summary: JEWEL HAS ABILITY TO CONTROL SAND AND CHANGE IT.

Turn to Page 83

You enter the bazaar dressed as a Flodar. Some of the people are giants; some are your size. They respect you. This is a marketplace for people from many worlds, including the underworld!



You overhear a woman talking about jewels. You interrupt her. She thinks you are a Flodar. "You want the best jewels," she says. "I will take you to Droobil the gem merchant. He has everything!"

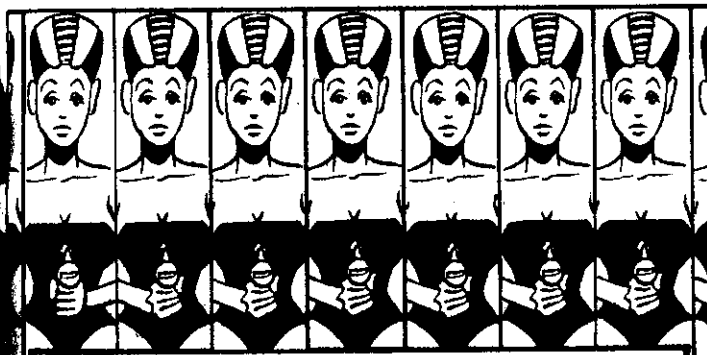
Turn to
Page 89

You fly straight into a cave inhabited by a hungry Sandragon.

You follow the woman through the bazaar. She turns into a dark alleyway and you follow. Suddenly you are blinded by a wall of mirrors! It is a trap!



"I am an agent of Phatax," the woman says. She has a blaster pointed at you. You must protect yourself--but you don't know where to shoot your stun ray.



Which is the real woman and which are the mirror images?

Turn to Page 90 when you've figured it out.

Before you can reverse your ship, the Sandragon pounces on you!

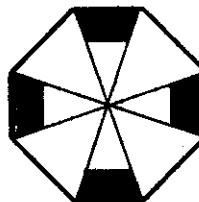
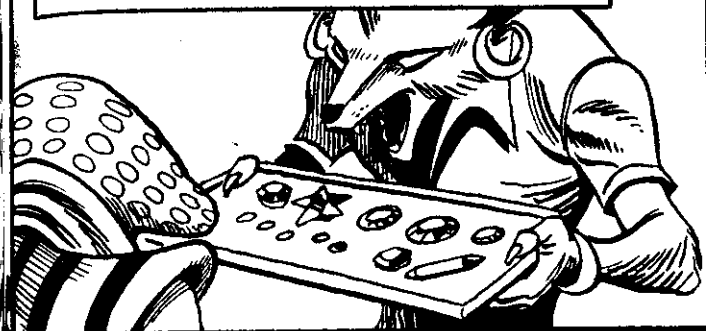
The End

You fire your stun ray! You know which one she is because she has the gun in her LEFT hand.

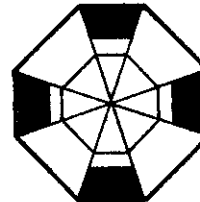


The reflected images all have guns in their RIGHT hands. Your stun blast knocks her down! She fires back at you, but her shot goes wild. You freeze her with another stun ray. **Turn to Page 91**

You describe the jewels stolen by Phatax. Wolfstone seems nervous, but he brings you a tray of jewels. They look like the jewels that Phatax took, but you must be sure. You test one with your pocket analyzer.

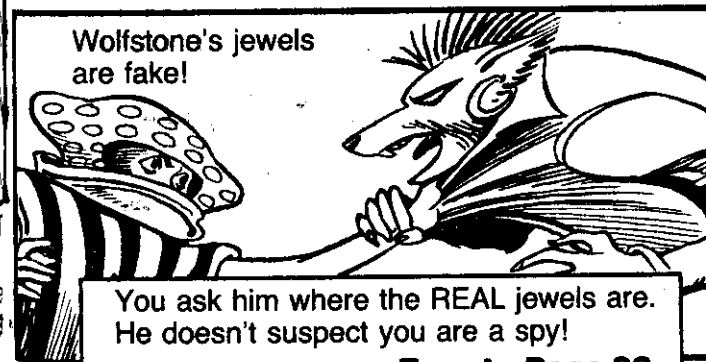


Stolen Jewel



Wolfstone's Jewel

Wolfstone's jewels are fake!



You ask him where the REAL jewels are. He doesn't suspect you are a spy!

Turn to Page 92

Wolfstone looks around nervously. "You must be Phatax's messenger," he says. "I didn't think he'd send you so fast. Aren't the fakes terrific? You'll be able to sell the Royal Jewels again and again!"



You pretend you are Phatax's messenger. You tell Wolfstone you want to compare the fakes with the originals. Wolfstone brings out the real jewels, and you test them with your analyzer. They are real! Suddenly...



A giant foot crashes through the wall!

You dive for a hiding place!

Turn to Page 94

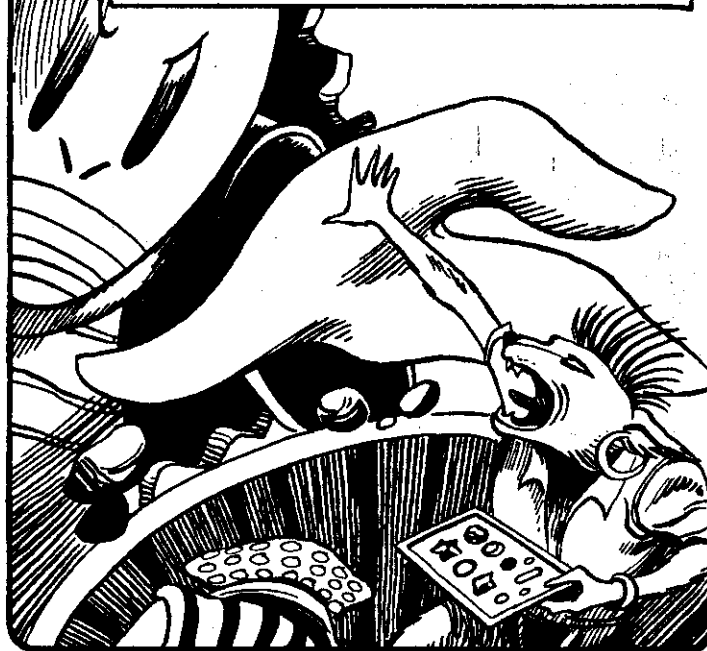
That was a close call! The sleeve of your Flodar costume was singed! You hurry to the first merchant you originally planned to visit—Wolfstone, the famous gem dealer.



You find Wolfstone's shop and enter cautiously. Your Flodar disguise works! Wolfstone welcomes you warmly, and you tell him what kind of jewels you are looking for.

Turn to Page 91

The giant smashes through the roof!
You stay hidden and get a good
look at the giant.



Is it Phatax in disguise?
Or is it a thief?
Check your file on
Page 7.

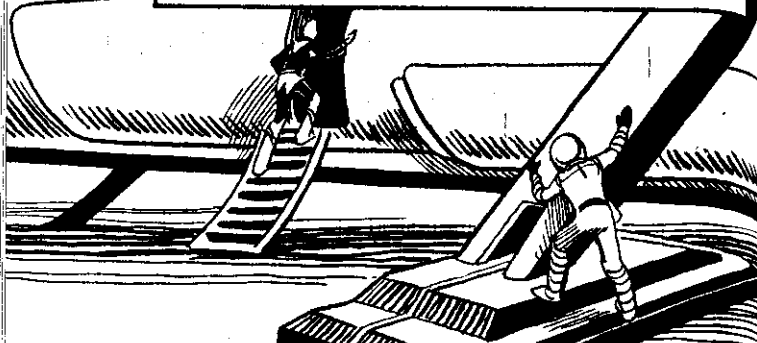
Turn to Page 95

It is Phatax! He grabs all the jewels,
real and fake. With his other hand he
picks up Wolfstone. "I see you have my
fakes ready, Wolfstone. I don't need
your help anymore!" Phatax crushes
Wolfstone and drops the injured gem
dealer to the floor! You stay hidden.

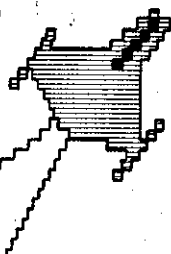


Turn to Page 99

You hide outside Phatax's ship. Then you watch Phatax go inside.



The ship takes off.



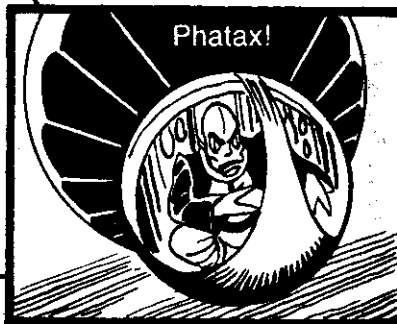
There is an explosion!



Wait! An escape pod is ejected from the exploding ship.



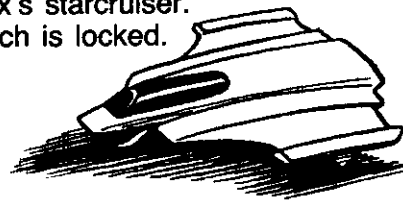
Phatax!



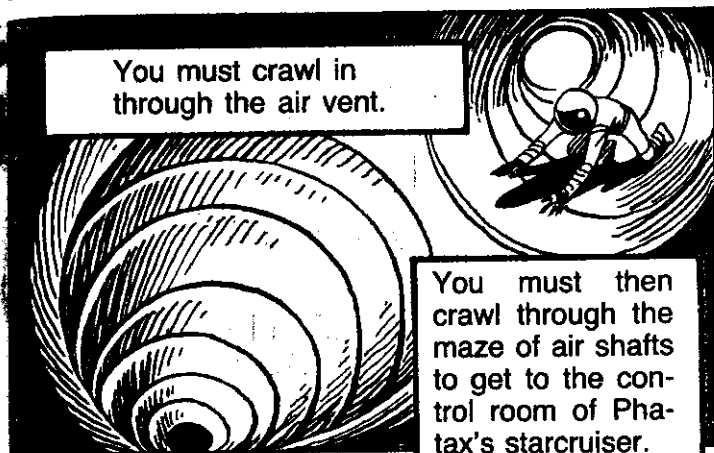
Your wrist sensor reveals Phatax, floating to the ground, safe in his ejection pod. Now you have a better chance of catching him.

Turn to Page 100

This is Phatax's starcruiser. The main hatch is locked.

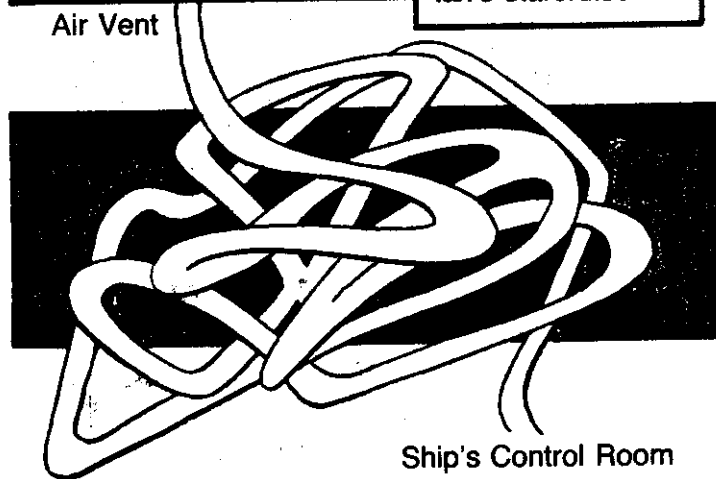


You must crawl in through the air vent.



Air Vent

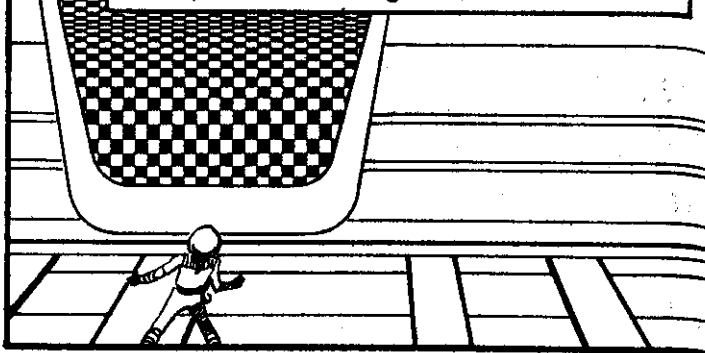
You must then crawl through the maze of air shafts to get to the control room of Phatax's starcruiser.



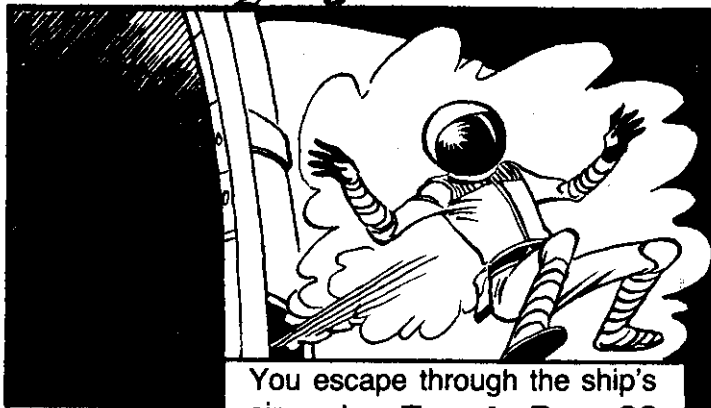
Ship's Control Room

Turn to Page 98

You are in the control room of Phatax's starcruiser. You reprogram his ship's computer. If Phatax tries to take off, his ship will be damaged!



Hurry! The scanner shows Phatax returning to his ship. He is not wearing his disguise any longer.



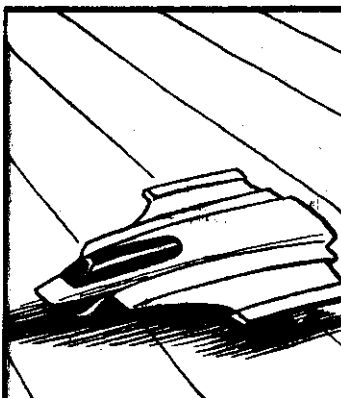
You escape through the ship's air vent. **Turn to Page 96**

You slip out of Wolfstone's shop. You see Phatax talking to another giant. You must set a trap for Phatax before he can leave the bazaar with the jewels.

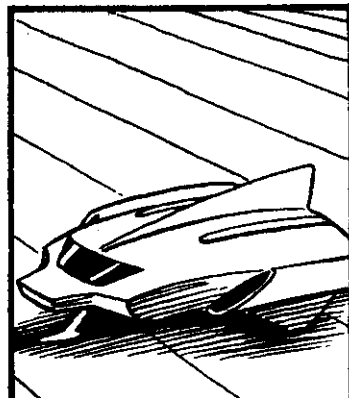
You get rid of your awkward Flodar disguise and rush to the bazaar spaceport.



You must find Phatax's ship. But you see two giant Kirillian starcruisers! Which giant ship is Phatax's? Look at your files on Page 7.

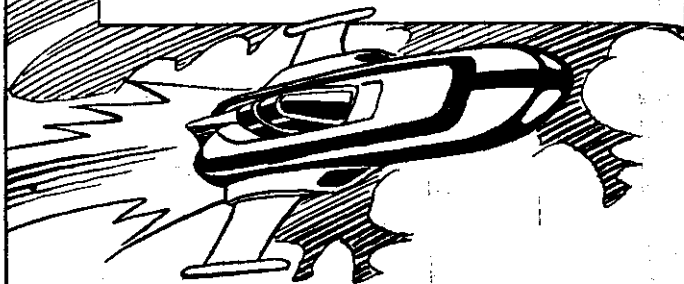


Phatax's ship?
Turn to Page 97

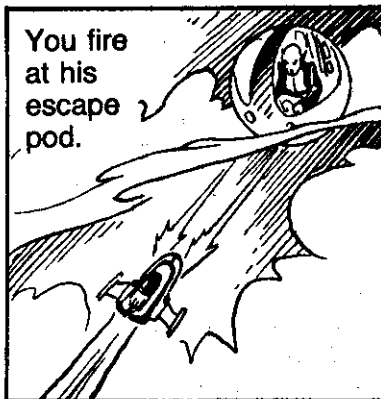


Phatax's ship?
Turn to Page 24

You rush back to your own ship. You take off and follow the Kirillian!



You fire at his escape pod.



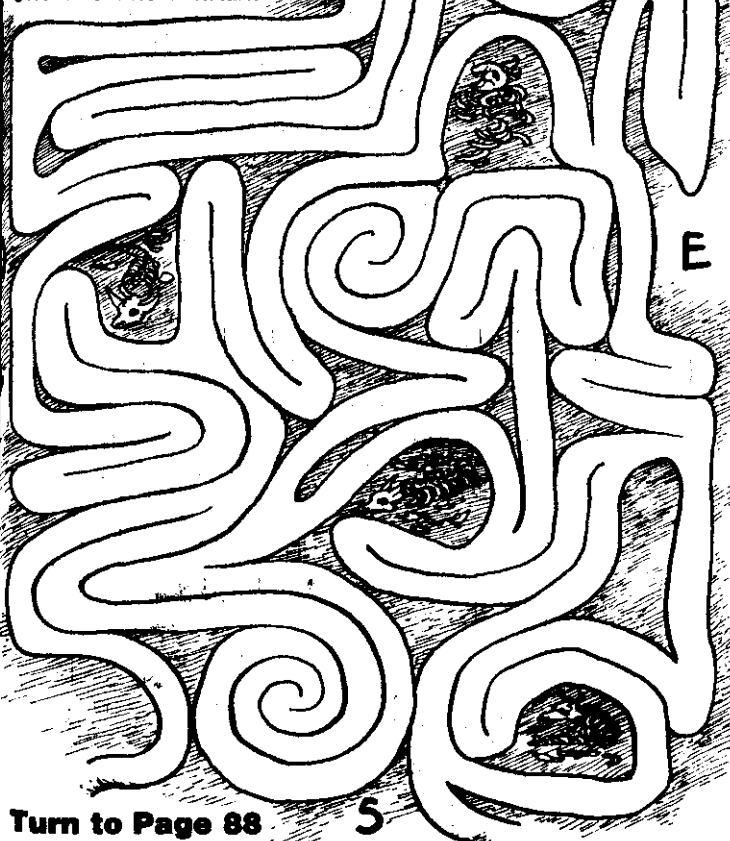
It crashes!



The pod can no longer fly. But it can roll! Phatax rolls away from you at high speed.

Turn to Page 101

Phatax's pod descends into a burrow in the desert. You follow him. The burrow leads to an underground maze of tunnels. These tunnels were made by Sandragons. You must avoid any Sandragons and find Phatax!



Turn to Page 88

Turn to Page 103



Your costume
looks ridiculous!

No one would ever believe you are a Flodar. You look more like a Gorond! **Turn back to Page 85 and reprogram the clothworks machine.**

You chase Phatax out of the maze. His giant pod is faster than your ship. But you still can keep him in sight.

You decide to see if you can stop him with your ship's electro-net thrower. You are not sure it will work.



To operate the electro-net, you must connect each A to every other A, connect each B to every other B, and every C to every other C.

B

C

A

B

A

A

B

C

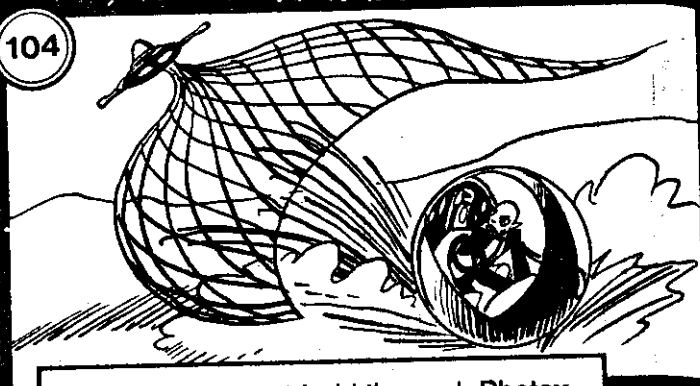


B

C

C

Turn to Page 104



The net does not hold the pod. Phatax escapes!

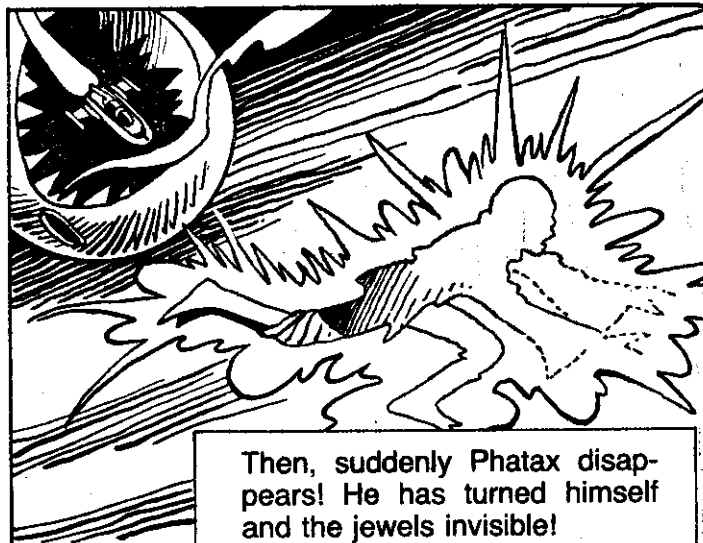
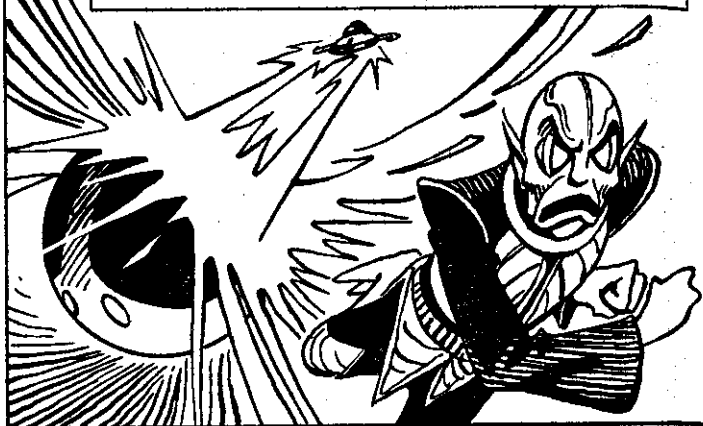


You put on a burst of speed.

You get close enough to fire your ray cannon. You try to blast the pod open!

Turn to Page 106

You blast Phatax's escape pod wide open! The Kirillian jumps out of the burning pod with the jewels!



Then, suddenly Phatax disappears! He has turned himself and the jewels invisible!

Turn to Page 109

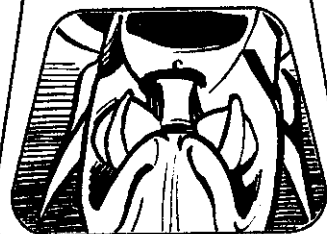
The ion ray works!
Phatax becomes visible!



Suddenly the Kirillian holds up one of the stolen jewels. A blinding ray of energy flashes from the gem and blasts your ship!

BLAM!

Warning!
Warning!
Warning!
Your starship
has been hit.



Everything is upside down.

Turn to Page 108

Your ship spins out of control.



Safety force field



Ejection pod

You must turn on your ship's safety force field and activate the ejection pod. But you are thrown from the controls!

You must hit the buttons before your ship blows apart!

These buttons?



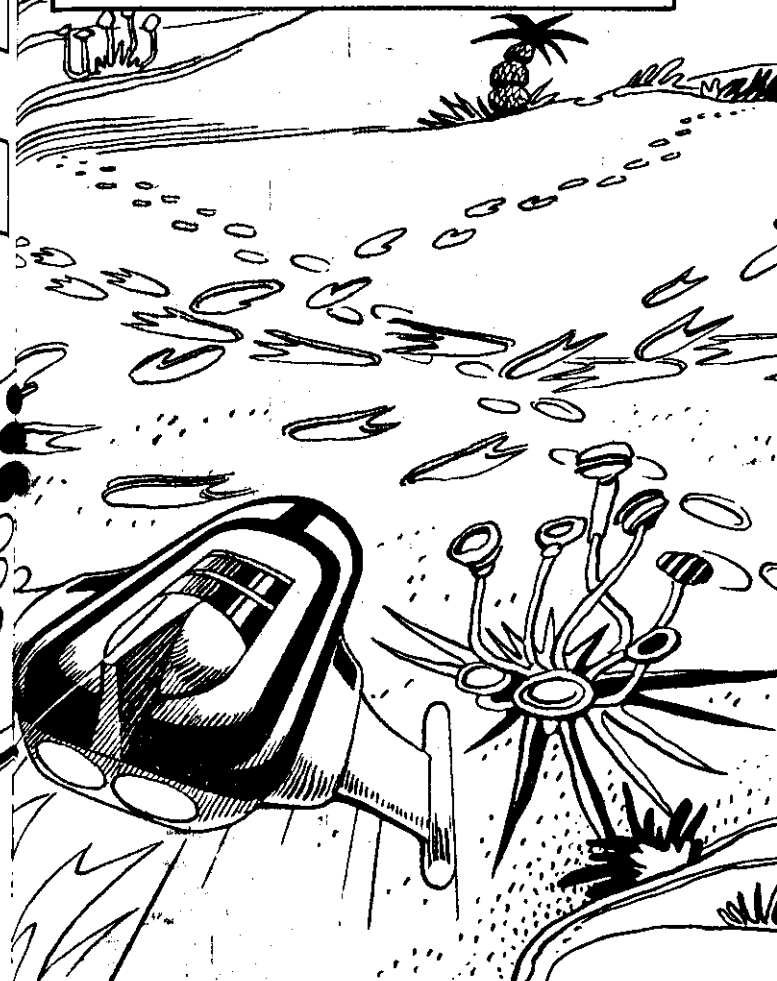
Turn to Page 111

These buttons?



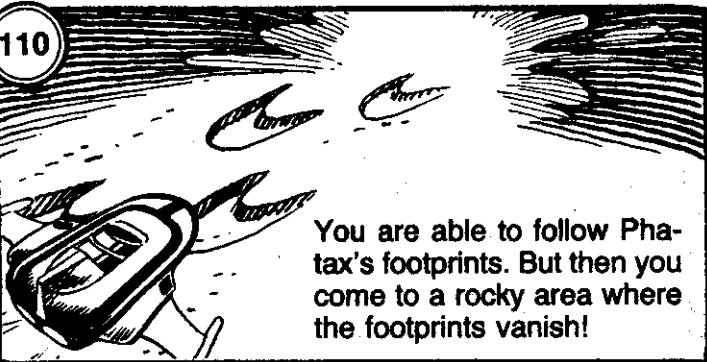
Turn to Page 56

You fly lower to see if you can see Phatax's footprints.



After you have found them, follow the Kiril-lan's tracks.

Turn to Page 110



You must make Phatax visible by spraying him with positive ions from your ion ray. To make it work, you must match your ship's positive ions to the negative ions in Phatax's invisible body.

Phatax's negative ions:

1 2 3 4

A					A
B					B
C					C

Your ship's positive ions

Match positive to negative. Enter your choices. You must match two.

Ion pairs B2 and A3? Turn to Page 14
Ion pairs C1 and A2? Turn to Page 107

You did it! The ejection pod carries you out of your starship safely. You land gently. Your starship lands roughly, but unharmed.



Turn to Page 112

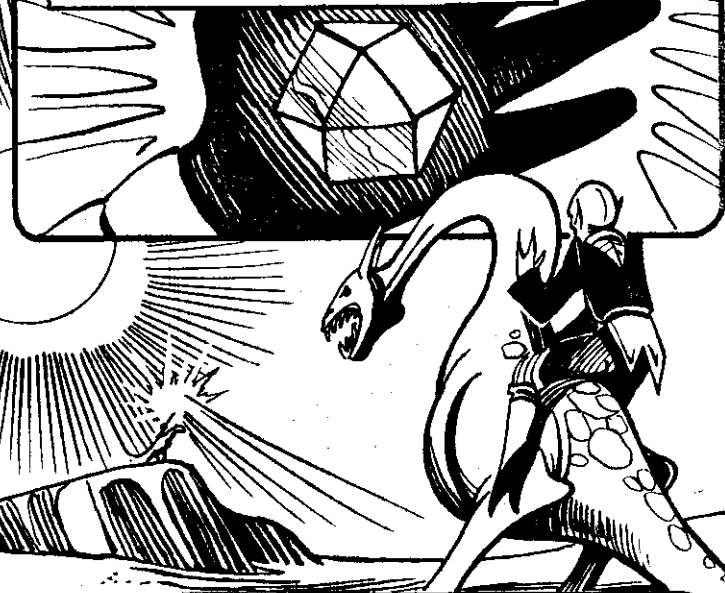
The "rock" that Phatax is climbing is actually a huge Sandragon. Its body rises up out of the sand! Phatax gets up on top of the beast and he turns it toward you!



You must find a Sandragon small enough for you to ride.

**When you find a Sandragon,
turn to Page 115**

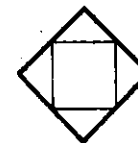
Your computer told you that the jewel can change the structure of sand. You are surrounded by a desert. You have a plan.



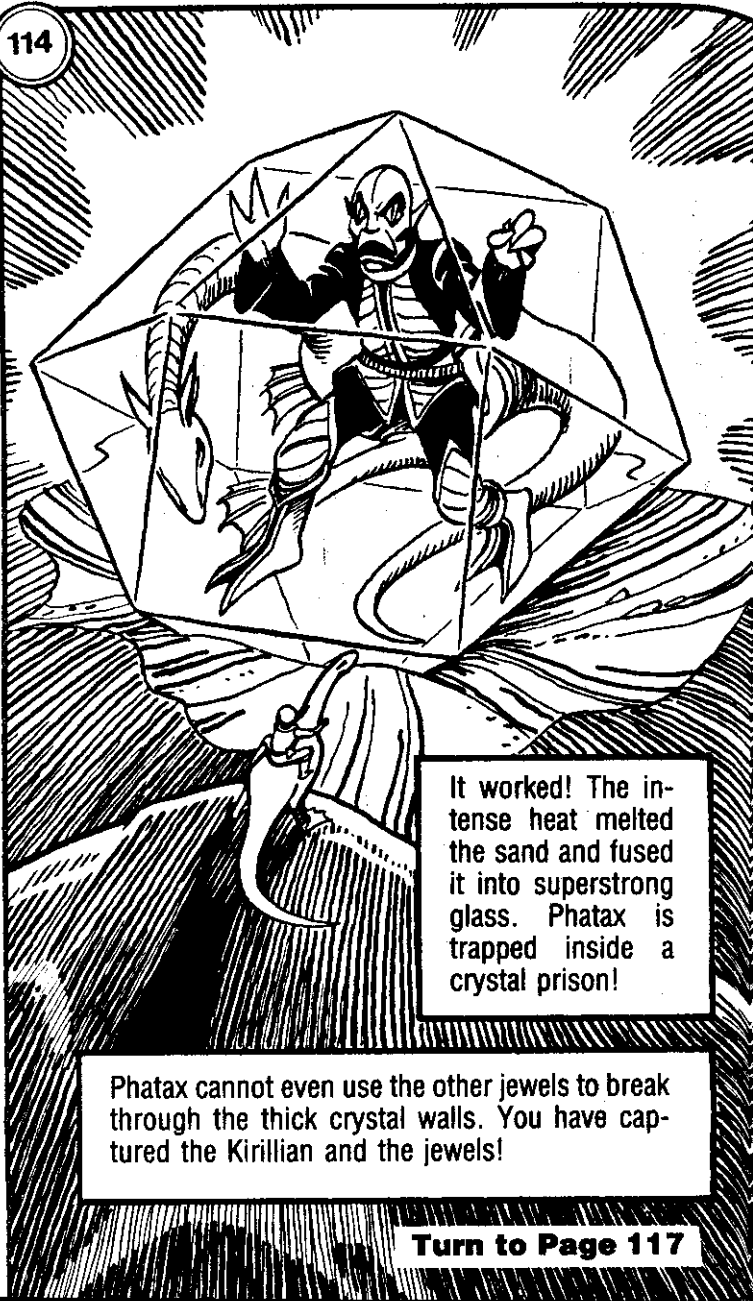
To stop Phatax, you must use the jewel's power over sand. The sun will provide the energy! To best use the sun's energy, you must hold the jewel so that the *least* number of its sides are aimed at the sun.



**This way?
Turn to Page 116**



**This way?
Turn to Page 14**

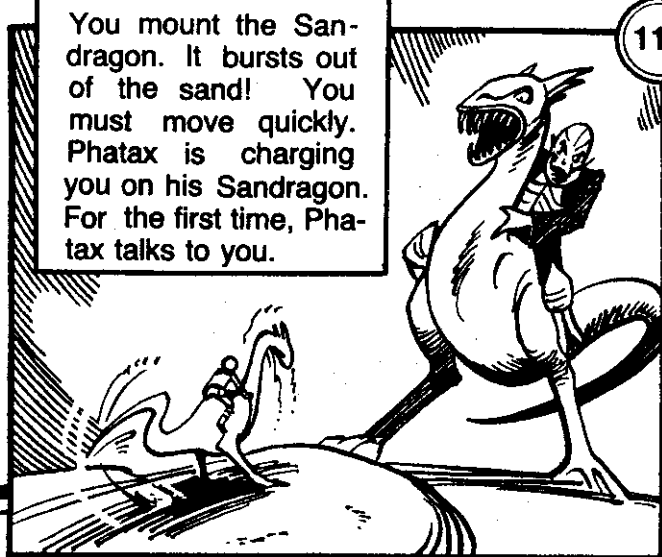


It worked! The intense heat melted the sand and fused it into superstrong glass. Phatax is trapped inside a crystal prison!

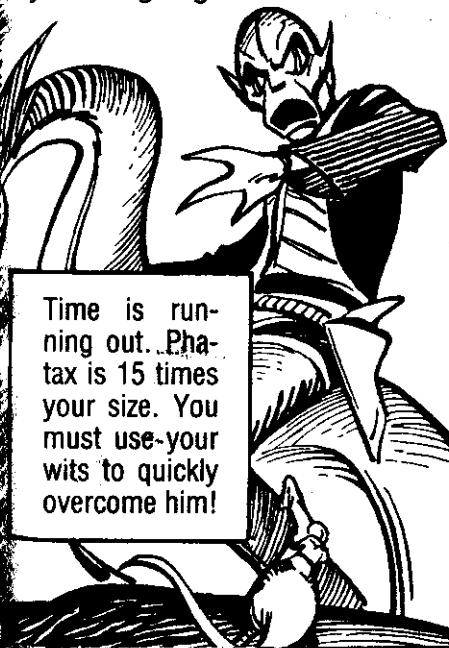
Phatax cannot even use the other jewels to break through the thick crystal walls. You have captured the Kirillian and the jewels!

Turn to Page 117

You mount the Sandragon. It bursts out of the sand! You must move quickly. Phatax is charging you on his Sandragon. For the first time, Phatax talks to you.



"You have troubled me enough, Starscan!" he says, laughing. "My spies have warned me about you. Now you are going to die!"



Time is running out. Phatax is 15 times your size. You must use your wits to quickly overcome him!

You remember the jewel that Prince Quizon gave you!

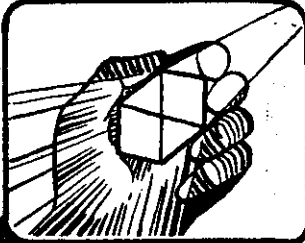


Turn to Page 113

**You
did
it!**

The power of the sun blasts through the jewel. It hits the sand around Phatax's feet. The sand changes. It fuses and melts, and then reforms into a hollow crystal that surrounds Phatax.

Turn to Page 114



You can see Phatax screaming at you through the crystal walls, but you cannot hear him! You return quickly to your ship. You send the good news to Prince Quizon's home planet, Alvare. Now you must take Phatax to Alvare and return the jewels to Prince Quizon. The Kirillian will be put on trial for his many crimes.

You attach the crystal prison to your ship. You blast off!

Turn to Page 118



You land on Alvare! You turn Phatax over to the police. The Sandragon, which was trapped in the crystal prison with Phatax, is sent to the Interplanetary Zoo.



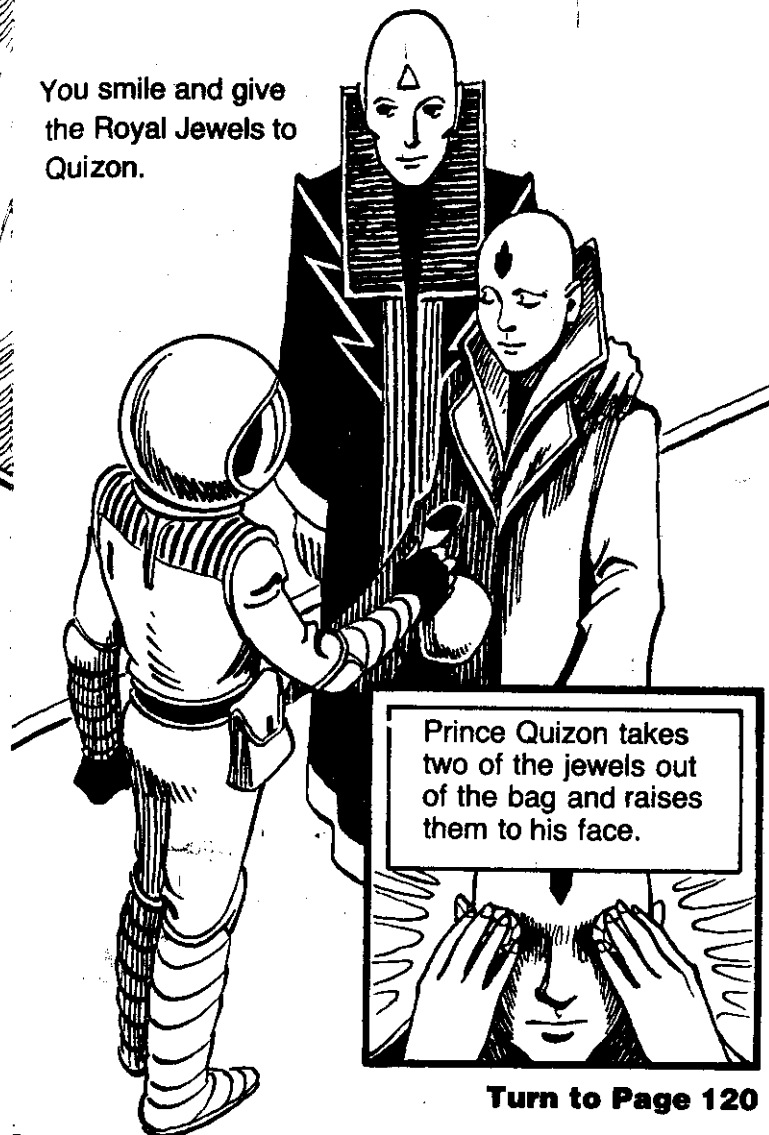
Prince Quizon's father greets you: "Starscan, you may have any reward you wish for saving my son. What would you like?"

You ask only to see Prince Quizon.

Turn to Page 119

The prince is escorted toward you. He asks if you recovered all of the jewels.

You smile and give the Royal Jewels to Quizon.



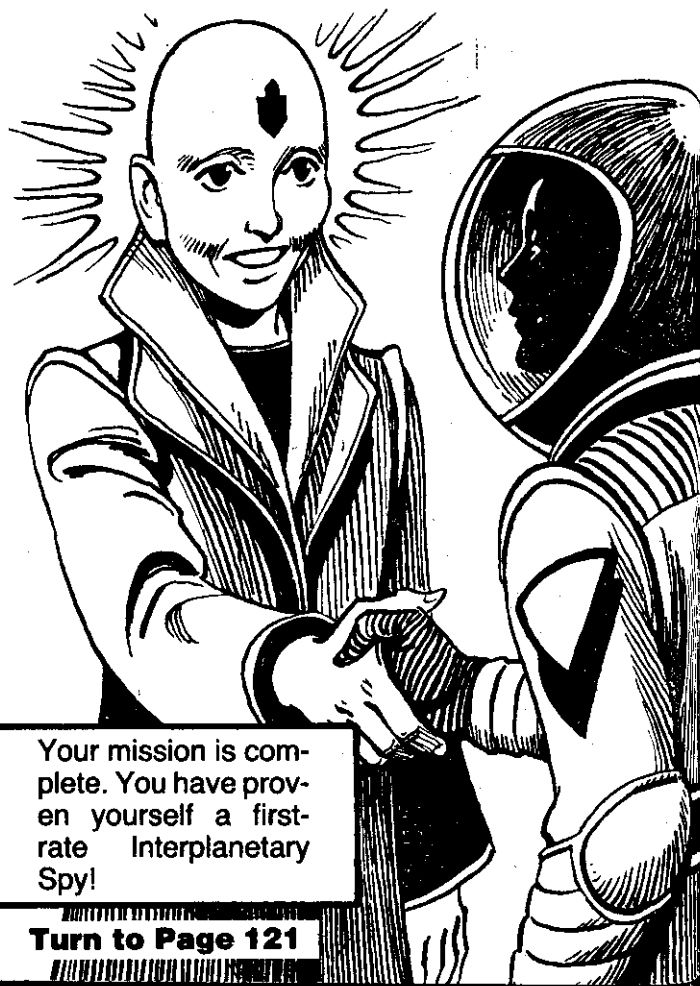
Prince Quizon takes two of the jewels out of the bag and raises them to his face.

Turn to Page 120

Prince Quizon lowers his hands. He can see again! He has used the special powers of the jewels to restore his vision.

Suddenly you hear a loud beeping from your wrist scanner!

BEEP!
BEEP!
BEEP!



Your mission is complete. You have proven yourself a first-rate Interplanetary Spy!

You see the face of your commanding officer! She tells you that you must return to base immediately. Another dangerous mission awaits you.



The End

Turn to Page 121